NINTENDO POWER™

VOLUME 26
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▶ Game Boy

Altered Space

"Roger Rabbit"

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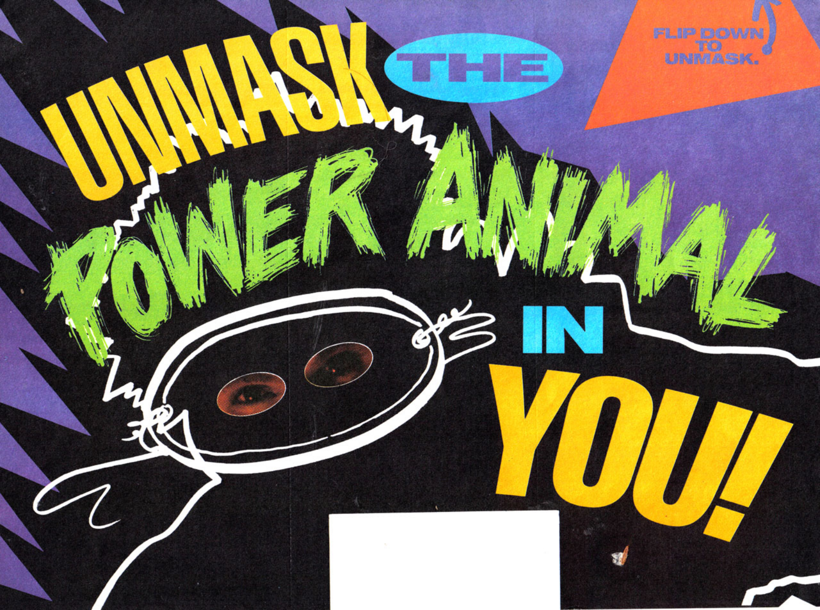
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POWERLINE

- This month we review a mixed bag of games and include a special report on **Super NES software.** Wait until you see the poster! It's loaded with actual screen shots of games being developed for the Super NES. We've talked a lot about the great graphics made possible by our new 16-bit system—now see some for yourself!

- If you like quality animation, you'll like our feature on **Rockin' Kats.** Willy and Jill are the kraziest Kats around, and Willy has a flying fist that he uses to flatten foes and fly through the air. Every stage is really a cartoon episode that, by controlling the action, the player directs.

- Based on this summer's movie is another feature, **Robin Hood: Prince of Thieves.** It combines the best features of adventure and role-playing games in a tale that closely follows the classic legend of the outlaw of Sherwood Forest. The game includes an interesting combination of scenes that have Robin battling bad guys on foot in the forest, eluding captors on horseback, and exploring ancient castles. When major characters battle, the scene switches to a side view. For example, when Robin and Little John square off at their first meeting, the view shows them from the side fighting on a log. Possibly the game's most fascinating feature, though, is the subscreen. It shows a cross-section of a character, a chart of body parts, and a box containing items the player has picked up. Using a hand icon, the player selects an item and indicates where it should be used. An apple, for instance, would be used by the mouth. Innovations like the subscreen make Robin Hood an unusually fresh and fun game.

16 BIT
Nintendo®
OF AMERICA INC.

- We're also featuring an NES game starring one of Disney's newest—and most popular—characters, **The Little Mermaid.** The game takes up where the movie left off, with Ariel leaving her prince to return to life under the sea. Why would she do that? See page 38 to see what's happening in Triton's domain. You know that he's kind-hearted, but when power ends up in the wrong hands, it's a different kettle of fish.

- In our Game Boy section we're introducing the **Info-Genius** series of **Productivity Paks.** Once you've seen what it can do, you'll think of your Game Boy as more than just a source of entertainment; the InfoGenius series makes it a source of information as well. Five Productivity Paks are now available, and more are being planned. Paks reviewed include a travel guide, French and Spanish language translators, a personal organizer, and a spellchecker. They're a great way to put your Game Boy to work for you!

- Also in this month's Game Boy review section is **Who Framed Roger Rabbit.** Like the NES version, it's based on characters from the hit movie, but that's where the similarity between the two games ends. Capcom's Game Boy version has lots of action and a fun, new plot that has Roger racing around the city searching for facts.

NINTENDO POWER™

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NINTENDO POWER

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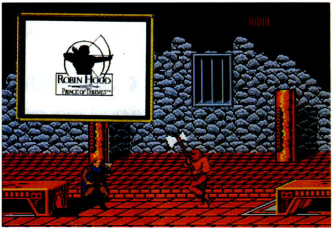
ROBIN HOOD
PRINCE OF THIEVES™

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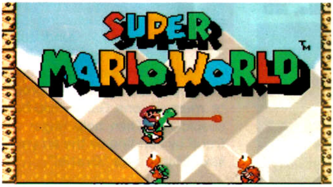
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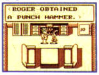
WALT SENT ME.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A PUNCH HAMMER.

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Game Tek takes Game Boy beyond entertainment with the first-ever Productivity Paks. Now you can take a personal, portable info base wherever you go!

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SUPER NES IS COMING SOON!!
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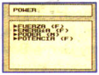
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▸FUERZA (F)
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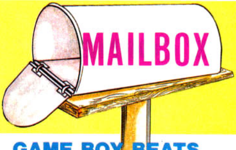


It's not just for kids!

Lots of the letters we receive are from kids, but Nintendo products have fans of many ages. In this month's Player's Pulse, we present the extremes, from grandchildren to grandparents. These youngsters are just beginning to learn which side of the controller is up, but the more experienced seniors really shine at game play.

GAME BOY BEATS SLICED BREAD!

Last Christmas my two grown sons gave me a Game Boy with Tetris and three other games: Dexterity (Wow!), Boxxle (Fun!), and Side Pocket (Rad!). Words failed me at the time, but no more! This letter is to advise you that Game Boy is the greatest thing since sliced bread—it's addictive but soothing and relaxing. (It sounds almost illegal, doesn't it?) I fly frequently to visit my children, and you can bet that my Game Boy goes with me. I've thrown away my aspirin and now "chill out" (as my kids say) with Tetris or Side Pocket. The concept is terrific. Thanks!

Ellen Salander
Englewood, FL

GRANDMA THE GAMESTER

My name is Mark. I have a grandma who was baby-sitting my sister and I one night while we were playing our NES. I asked if she wanted to play with us, and she said, "No, that's for kids." Later we went to bed. In the middle of the night I woke up because I heard beeping. Grandma was on Level 4 of Super Mario Bros.!

Mark Giuntini
Medford, OR

WE'RE KICKED

We thought you might get a kick out of this picture. Our four-year-old son set it up, thinking our three-week-old daughter would like to play a game with him. He told me later that she didn't do very well.

The Laskers
Roseville, MI

GAME BOY GETS GIRL

I wouldn't mind my daughter's playing with my Game Boy so much if she would just let me win occasionally.

David P. Kerr
Rockville, MD

A QUICK LEARNER

I thought you might enjoy seeing our youngest NES player, Seth Allen. He mimics his eight-year-old sister, Erin, playing her games, and he looks mighty happy doing it!

Sharon Allen
Allentown, PA

COUNTERFEITERS NABBED THANKS TO AGENTS' TIPS!

Back in February, we asked agents to blow the whistle on counterfeit Game Paks, and thanks to the many who did, it's working! Reports on the phonies called and mailed in from across the country are helping us put a stop to the distribution of misleading and inferior Game Paks masquerading as genuine Nintendo products. Keep those reports coming! If you see advertisements for lots of titles—possibly one hundred or more—in one Game Pak, be suspicious. Then help finger a fraud by sending us the ad you saw. Mario says "Grazie!"

SENIOR STRATEGIST

I am 15 and an avid video game player. I love my NES and have beaten almost all of the games I have. But recently I have been forced to share my Game Boy with someone else: my grandfather. At first I figured that he wouldn't be any good, so my turns would come quickly. Wrong. My grandfather, Frank DeLong, amazed me with his skill at games like Tetris, Klax, Spot, and Golf.

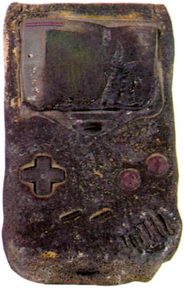
He can play them all with only one hand. He had a stroke when he was about 67 that left him without the use of one arm. My grandfather is about the best player I know at puzzle and strategy games. He is now in the hospital again so I gave him my Game Boy and Tetris to help pass the time. I hope he has a quick recovery—at least he'll have a great game to keep him company.

James F. DeLong Jr.
Birmingham, AL

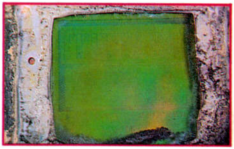
A STRATEGIC VICTORY FOR GAME BOY

Enclosed are the remains of my one-time comforter, playmate, and rejuvenator.... Game Boy. As a police officer in Oklahoma City and a registered nurse serving in Operation Desert Storm, I've faced many perils. Fortunately, this Game Boy, several Game Paks, and sundry other personal items were the only casualties claimed by a fire while I was stationed in the Middle East. I'm probably not the first to ask, but is it possible to get a replacement?

Stephan Scoggins
Oklahoma City, OK



When we received Stephan's Game Boy from the Middle East, we thought that it was a goner. The back of the unit was in fair condition, but the front was charred and blistered from the heat of the fire. As an experiment, we popped in a Tetris Game Pak, plugged in a Battery Pak, and flipped on the power switch. When we heard its distinctive "Ping!" we couldn't believe it! The Control Pad and A and B Buttons suffered melt down, but the Start and Select Buttons worked perfectly. Game Boy is even tougher than we thought it was! Of course, we don't recommend that you subject your Game Boy to trial by fire, but in this case, we replaced Stephan's Game Boy as a special "Desert Storm" courtesy.



It looks like a lost cause, but a closer look at the screen shows that the Game Boy still works—sort of.

This month, we want you to let your imagination run wild. Most of us dream about meeting—and maybe even impressing—someone famous. If you could Game Link with a celebrity, who would it be? Imagine the possibilities! Would you challenge NASCAR great Bill Elliott for the checkered flag in F1 Race? Ace Andre Agassi at Tennis? Pulverize the Hulkster at WWF Superstars? Sack Marino in his own end zone in Play Action Football? Send a description of your Game Boy dream Link. We'll print the most fantastic fantasies in a future issue. Send yours to this address:

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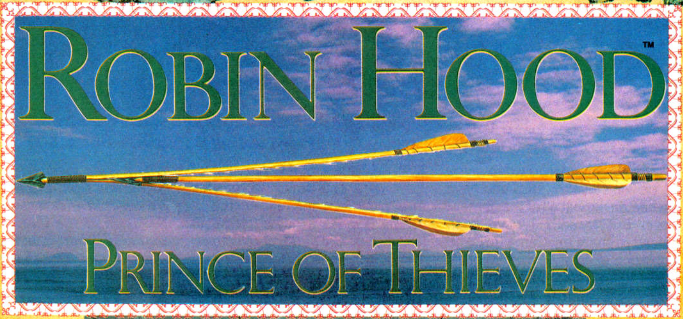

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PRINCE OF THIEVES

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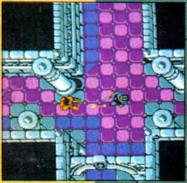
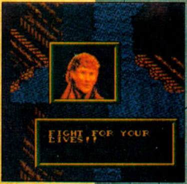
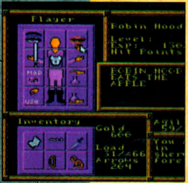


Action!



FIGHT FOR YOUR
LIVES!!

Drama!



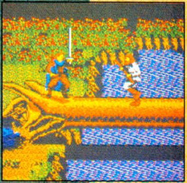
Robin Hood
Level:
Exp: 136
Hit Points

ROBIN HOOD
EATS THE
APPLE

Gold
666
Load
51/466
Arrows
264

You
in
sher
fore

Role Playing!



Swordplay!

A VIDEO GAME TO MATCH THE MOVIE HIT!

Warner Bros. summer production of Robin Hood: Prince Of Thieves is wowing movie audiences with great sets, costumes and a new telling of the famous Robin Hood legend. Virgin Games, Inc. plans to follow up the movie with a video game as action-packed as the film. Even though the actual actors and actress's likenesses are not in the game, it does follow the script almost scene for scene. And while the game has plenty of great action and excitement, what really stands out is the way the story unfolds clearly and logically. It's almost like you're in the movie!

GAME PAK · DATA BOX		
ROBIN HOOD **Prince of Thieves**		
ARCADIA		
MEMORY	1M×1M MMC1	 ——
POWER METER		
Graphics & Sound	3.2	
Play Control	3.0	
Challenge & Excitement	4.1	
Theme & Fun	4.3	

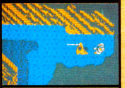
ROBIN HOOD
PRINCE OF THIEVES

PREPARE FOR YOUR JOURNEY...

BATTLE

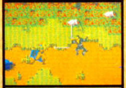
You'll be presented with three different perspectives on the action, depending on the situation. In standard, the action is viewed from overhead. For one-on-one battles, the game switches to a close-up, side-view, dueling mode. And for battles between armies of foes, a bird's eye view is engaged.

STANDARD MODE



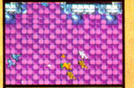
Most of the action and adventure takes place in this standard overhead view.

DUELING MODE



For special duels, a detailed side view perspective is used.

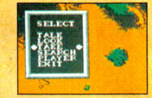
MELEE MODE



Melees between Robin's band and hordes of enemies are fought out in a bird's eye view.

COMMANDS

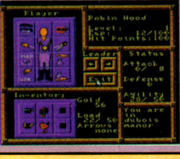
Although Robin Hood: Prince Of Thieves is really an adventure game, it does have role playing elements that allow you to interact in many ways with items and people you encounter. The detail is reminiscent of some personal computer games.



SELECT
TALK
LOOK
TAKE
SEARCH
PLAYER
EXIT

PLAYER

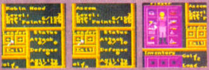
The Player command brings up a subscreen. It's here that you can manipulate items and weapons. Point at the object you want to use and press the A Button to select it. Then move the object to the icon and press A to perform the action.



Player
Robin Hood
Level: 1
Exp: 12/100
Hit Points: 100
Leader
Exit
Status
Attack 6/ 8
Defense 6
Agility 28/ 56
Inventory
Gold 56
Load 22/ 56
Arrows none
You are in dubois manor

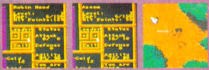
CHANGE CHARACTER

You can check out the status of your entire band on this screen. Each man has a Status Screen.



ALL FOR ONE & ONE FOR ALL

Robin and his men can share items freely. Select an item on another man's Status Screen, then switch to Robin's and use it there.



TALK

Always talk to people. They often have information or clues about what to do next.

LOOK

The Look command gives you a general description of your surroundings.

TAKE

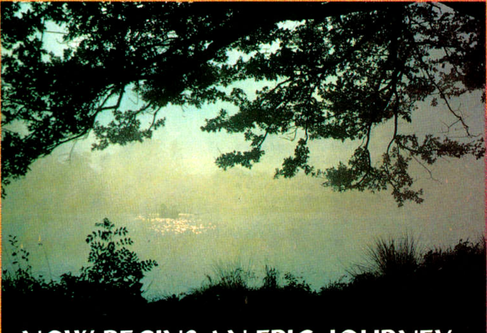
You'll find many things during your adventures. Take them and add them to your inventory.

SEARCH

Use the Search command to reveal hidden items. This is useful after defeating a foe.

EXIT

Return to the action by using this command.

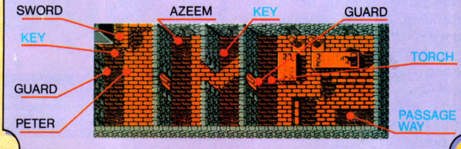


NOW BEGINS AN EPIC JOURNEY...

IN THE ARAB DUNGEONS...

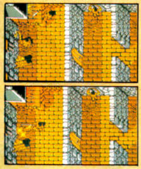
It is the twelfth century, and the third crusade is raging. Two of England's crusaders, however, are rotting in Arab dungeons—Robin Locksley and Peter DuBois. Robin stands by helplessly as a guard tortures Peter. Is there any escape from this pit?

❖IN PRISON❖



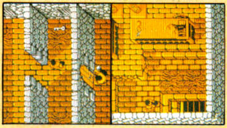
A FLASH OF STEEL AND FREEDOM!

Look around the dungeon chamber . . . The guard has carelessly left his sword in Robin's reach! As the guard punishes Peter, grab the sword and use it! With the guard silenced, you can free Peter, take the guard's key and escape!



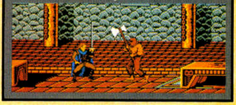
ENTER AZEEM

Should you trust this swarthy fellow inmate? At this point in your career as an outlaw, you need all the friends you can get. Release him and he'll give you information on how to escape the dungeon.



DUEL THE JAILOR

A final jailor must be defeated to reach Azeem's secret passage. When you battle this guard, the action switches to Dueling Mode. Your best bet in any duel is to use hit and run tactics. Be sure to search the Jailor after you defeat him.

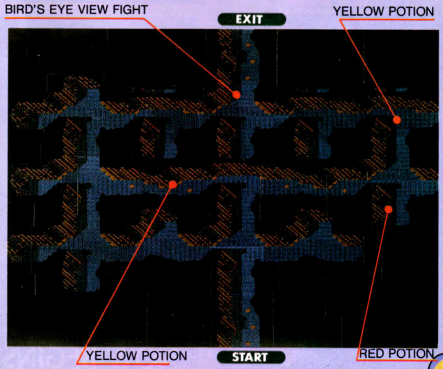


A FRIEND IS LOST . . .

The catacombs are Robin's escape route, but unfortunately, they are crawling with Arab guards who have discovered the escape. Because there are so many guards, the catacombs are a good place to build up experience. When you finally reach the north passage to freedom, you'll have to defeat a final group of guards in Melee Mode. Not everyone will make it out alive . . .

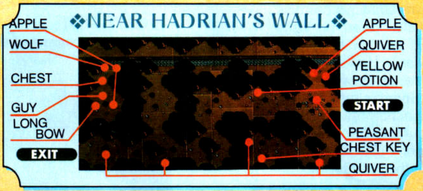
Your first Melee Mode battle is against Arab guards. Fight your way to freedom!

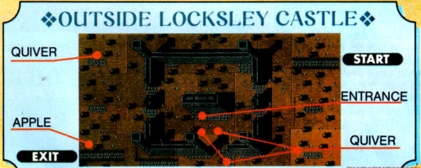
❖INSIDE THE DARK CATACOMBS❖

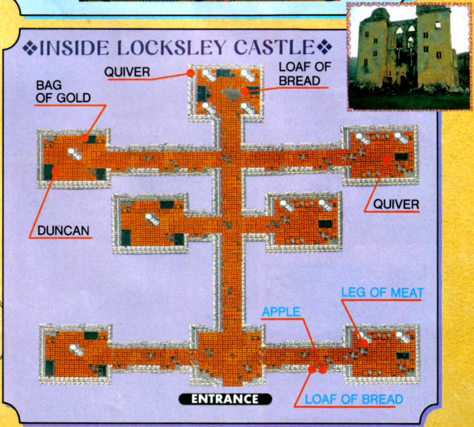


RETURN TO LOCKSLEY CASTLE...

After a long journey, Robin and Azeem return to England. While Azeem finds everything in this new world unusual, Robin is in for more of a shock. The Sheriff of Nottingham and other cronies of King John have taken over England while King Richard is on a crusade and is looting and pillaging the country.

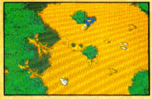

❖NEAR HADRIAN'S WALL❖
APPLE
WOLF
CHEST
GUY
LONG BOW
EXIT
APPLE
QUIVER
YELLOW POTION
START
PEASANT
CHEST KEY
QUIVER


❖OUTSIDE LOCKSLEY CASTLE❖
QUIVER
APPLE
EXIT
START
ENTRANCE
QUIVER


❖INSIDE LOCKSLEY CASTLE❖
QUIVER
LOAF OF BREAD
BAG OF GOLD
QUIVER
DUNCAN
LEG OF MEAT
APPLE
ENTRANCE
LOAF OF BREAD

WELCOME BACK, ROBIN LOCKSLEY

Robin is in for a cold reception from Guy of Gisborne, the Sheriff's cousin and chief henchman. Grab the Long Bow and equip it before you talk to Guy. If you fight well in the ensuing Melee Mode battle, Guy and his men will retreat. Talk to John Little's son before you leave.

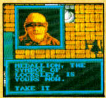


LOCKSLEY CASTLE IN RUINS

Search all around Locksley Castle before you enter to find valuable life-restoring items. You'll discover the grim truth about the castle itself soon enough!

THE CASTLE'S HAUNTED HALLS

The once great Locksley Castle has been reduced to rubble by the Sheriff's men. It is now inhabited by wild dogs and vermin. Search the Castle for survivors of the Sheriff's carnage and additional items that may be useful.



MEDALLION, THE SYMBOL OF LOCKSLEY, IS YOURS NOW.

TAKE IT

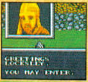
Duncan has been blinded by the Sheriff's men. He'll join you and hand over the Locksley Medallion, which proves your lineage.

A PROMISE IS KEPT AT DUBOIS MANOR...

Robin fulfills his promise to Peter when he visits Maid Marian at Dubois Manor. However, the house is crowded with the Sheriff's men, so this melancholy reunion must be cut short. To enter the Manor, Robin will have to wear the Locksley Medallion.

A MAIDEN IN DISTRESS

Maid Marian is in the east chamber of Dubois Manor. Fight your way through the Sheriff's men (watch for their arrows) to reach her. Marian has Chain Mail in her quarters, but you can only use it if you're third level.

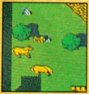


GREETINGS LOCKSLEY.

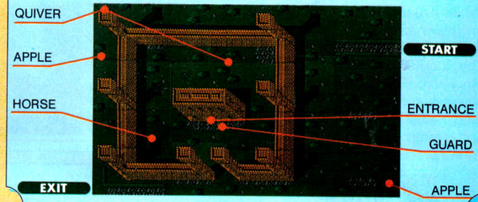
YOU MAY ENTER.

SO BEGINS THE LIFE OF A BANDIT

Marian suggests that Robin flee to Sherwood Forest, where many rebelling against the false ruler live. Take the saddle and "Use" it while facing the horses which are grazing in front of the Manor.

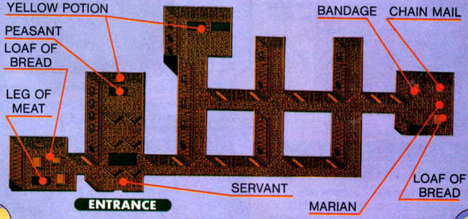


❖OUTSIDE DUBOIS MANOP❖



QUIVER
APPLE
HORSE
START
ENTRANCE
GUARD
EXIT
APPLE

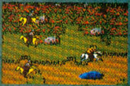
❖INSIDE DUBOIS MANOR❖



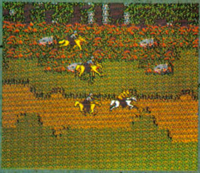
YELLOW POTION
PEASANT
LOAF OF BREAD
LEG OF MEAT
BANDAGE
CHAIN MAIL
SERVANT
ENTRANCE
MARIAN
LOAF OF BREAD

RIDE LIKE THE WIND

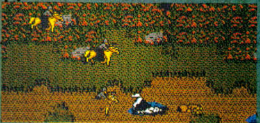
Robin's wild race to Sherwood Forest is portrayed in a side-view scrolling action scene. Your goal is to escape the three pursuers, so hold Right on the Control Pad.



The horse chase is not difficult, but the consequences for failure are harsh.



Leap your stallion over the obstacles in your path. Don't slow down for anything.



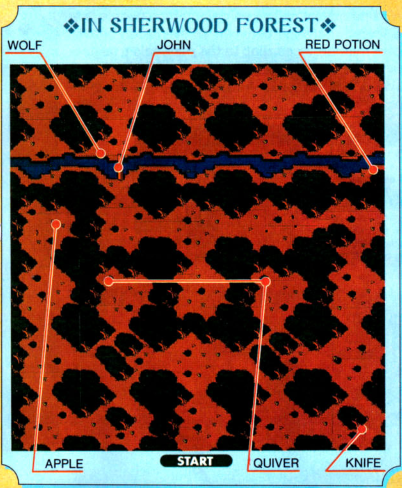
If an enemy overtakes you, it's game over.

A NEW HOME AND A NEW BEGINNING...

If you escape from the Sheriff's men, you'll make it to Sherwood Forest, haven for rebels against the pretender's tyrannical rule. Because of its size and density, the forest holds many secrets . . .

STOCK UP ON PROVISIONS

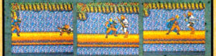
Search Sherwood Forest well for valuable items and the elusive rebels. Since the only way to renew Hit Points is by eating food or drinking Yellow Potions, it pays to have as many as your band can carry.



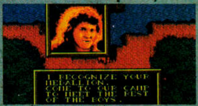
❖IN SHERWOOD FOREST❖

JOHN LITTLE DEMANDS A TOLL

The outlaws are naturally distrustful of strangers. The toughest rebel, John Little, will challenge you to a duel if you attempt to enter their camp. To win, keep your distance and stick and move. Use the terrain to your advantage; if you stay on a lower level than John, you can hit him without fear of retaliation.



When John Little ducks, rush in and hit him.

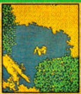


I RECOGNIZE YOUR MEDALLION. COME TO OUR CAMP TO MEET THE REST OF THE BOYS.

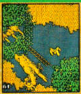
After you defeat John, he'll get a new name–Little John–and you'll be elected leader of the rebels!

THE CAMP THAT ROBIN BUILT

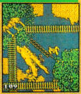
With Robin reluctantly accepting leadership of their band, the rebels' spirits lift. They decide to build a camp of tree houses and huts. This camp in the depths of Sherwood will be Robin's base for the remainder of his adventures. At the end of each adventure, Robin will return here. And each time he leaves and returns, the camp will grow as more and more people join the fight against tyranny.



It starts out as a clearing in the forest . . .



. . . but soon a few tree-houses are added . . .



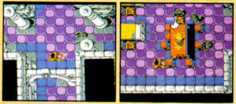
. . . as the eager rebels build a full-fledged camp!

MATRIMONY MOST FOUL

Robin's first adventure as champion of the people is to halt a forced marriage between an evil Baron and an innocent maiden. According to the maiden's true love, a letter in the church will prove the marriage is forced and will discredit the Baron. Robin accepts the challenge . . .

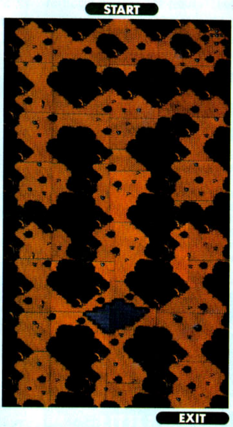
TREACHERY IN THE CHAPEL

The Baron has stationed guards to make sure no one tries to disrupt his evil wedding. These soldiers carry bows and are tough to beat with a sword alone. Your best bet is to go straight for the letter upstairs and then to the wedding on the first floor.

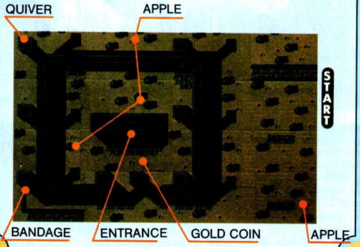


Shoot diagonally to catch the enemy off-guard.

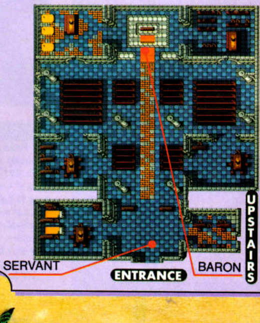
❖SHERWOOD FOREST❖

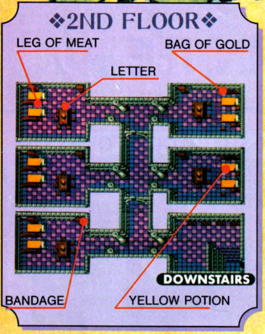


❖OUTSIDE THE CHURCH❖


QUIVER
APPLE
START
BANDAGE
ENTRANCE
GOLD COIN
APPLE

❖1ST FLOOR❖


UPSTAIRS
SERVANT
ENTRANCE
BARON



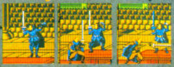
INCRIMINATING CORRESPONDENCE

The letter reveals the foul Baron not only forced the marriage, he also planned to eliminate his new bride to get her money. Be sure to show the evidence to the Baron—he won't be happy!

WHO DARES INTERUPT MY WEDDING?

SWORDS CROSS FOR JUSTICE

With his sham of a marriage foiled, the Baron challenges Robin to a duel. The Baron is a skilled swordsman, but use the same stick and move tactics from previous duels and you'll cut him down a notch. Once the Baron yields, Robin will let him go deliver a message to the Sheriff—his evil rule is not long for this world!



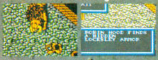
Move in to attack after the Baron has landed from a leap.

SHERWOOD FOREST STIRS

The untamed, and until recently uninhabited, wilderness of Sherwood Forest holds many secrets. With no natural enemies, the giant boars of the woods have grown huge and view the new human residents as trespassers. One particularly large monster has destroyed the crops of a nearby village. Robin must hunt down the menace and eliminate it!

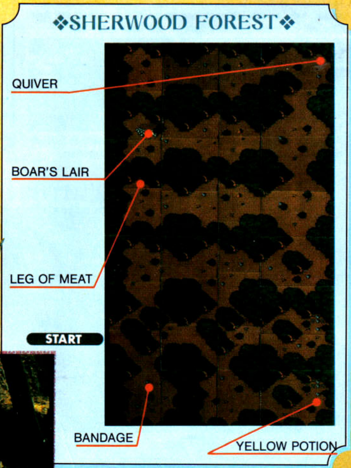
THE CAVE OF THE BOAR

The giant bull-sized boar can easily shred a man with its tusks. Use arrows to attack it, shooting diagonally from either side of the cave. Don't fight near the exit or you'll get butted out and have to start all over again.



ROBIN HOOD FINDS A HIDDEN LOCKSLEY ARMOR

Once you've defeated the monster boar, search the lair several times to find valuable items.

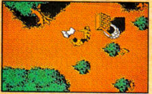


DRUID MAGIC IS IN THE AIR

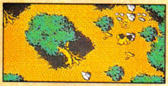
Even after slaying the giant boar, the mysterious forest of Sherwood continues to cause problems for Robin and the rebels. Another man has not returned from the woods, and Robin must seek the cause of this disappearance.

IS SHERWOOD HAUNTED?

Robin discovers the body of the missing man near an abandoned well. Search the body for clues and then obtain the rope to the east. Use the rope to enter the well and search for additional clues. Foul play is definitely afoot . . .



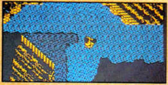
Mortianna brashly left a note on the murdered woodsman.



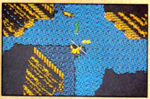
A rope is lying near the well. Use it while facing the well to enter the small labyrinth below.

THE DAMP DRUID DUNGEON

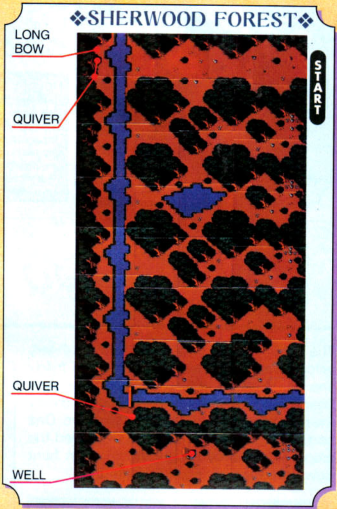
The tunnels beneath the well are seething with tiny biting creatures-snakes, bats and rats. Although they are small, they are fast and their bites will inflict damage. Ward them off with Little John's staff.

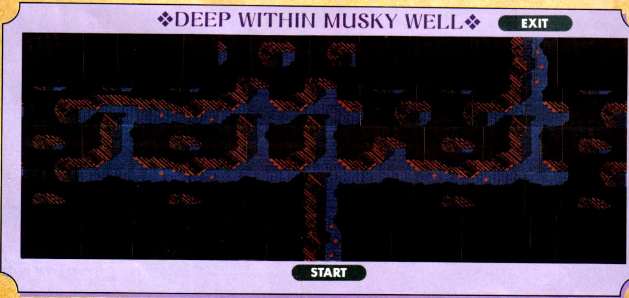


Take the first right in the labyrinth. If you go left, you will wander about aimlessly.



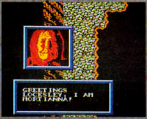
Keep the staff handy to fend off swarming tunnel dwellers.





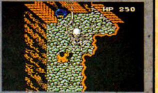
MORTIANNA, MISTRESS OF DARK MAGIC

Mortianna has helped the Sheriff gain control of England with her black magic. She is in league with the dark Druids.

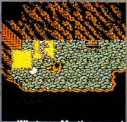

GREETINGS LOCKSLEY, I AM MORTIANNA!

DRUID MAGIC FOR EVIL PURPOSES

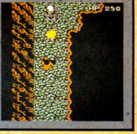
Mortianna has animated the skeleton of a giant. She boasts that it cannot be defeated with mortal weapons. You must find a magic blade . . .



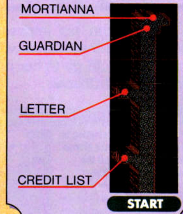
Near Mortianna you will find rooms which contain unimportant letters.



What are Mortianna and her living skeleton guarding? You'll have to find out later . . .



❖THE DAMP DUNGEON❖



ROBIN'S ARMOR AND WEAPONRY

Although Robin Hood is famous for his archery skills, he is also a skilled swordsman. You'll find a variety of weapons to use in the fight against the Sheriff.

	LONG BOW Allows you to shoot arrows, but is rather slow.	**DRUID'S DAGGER** This magical blade comes in handy against charmed foes.	**LEATHER ARMOR** Grab this to increase your defense.
	KNIFE The knife is weak and is less desirable than sword or bow.	**LOCKSLEY BOW** This ultimate bow is a family heirloom. Use it well!	**CHAIN MAIL** This Armor is reserved for those experienced in combat.
	CROSS BOW The cross bow has a faster firing rate than the long bow.	**LOCKSLEY SWORD** The family sword is the most powerful hand weapon.	**LOCKSLEY ARMOR** The Locksley Armor is the best armor a rebel can find.
SWORD The trusty Arab sword will serve you well.	**QUARTER STAFF** Little John's weapon is useful for keeping tiny enemies at bay.	**BALL & CHAIN** The morning star is more powerful than the Locksley Sword.	**DISGUISE** You'll fit right in with the Sheriff's men if you wear this.

PROVISIONS AND MEDICINE

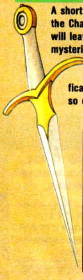
The only way to regain hit points lost in battle is by eating food or drinking a healing potion. There are several kinds of food and medicine to be found and the amount of curative power varies.

	BANDAGE Use these to bandage your wounds and cure about a dozen hit points.
	APPLE Common Apples will cure a random number of hit points.
YELLOW POTION The Yellow Potion will cure 100 hit points of damage.	**LOAF OF BREAD** A large loaf of bread will cure a decent number of hit points.
RED POTION The Red Potion will temporarily increase your speed.	**LEG OF MEAT** This cures between 10 and 30 hit points.

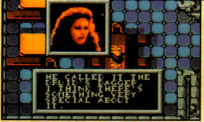
A MEETING WITH MARIAN & MAGIC

Robin returns from his impasse with Mortianna to find that Marian wants to see him. You should go to her immediately, in the small Chapel.

THE DRUID DAGGER

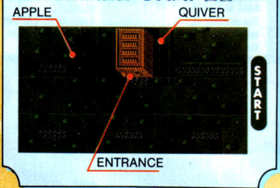


A short but sweet meeting in the Chapel with Maid Marian will leave Robin with the mysterious Druid Dagger. Although it looks small and insignificant, it has great power, so don't throw it away.



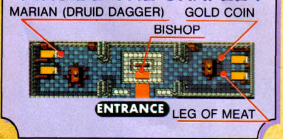
HE CALLED IT THE DRUID'S DAGGER. I THINK THERE'S SOMETHING VERY SPECIAL ABOUT IT.

❖SMALL CHAPEL❖



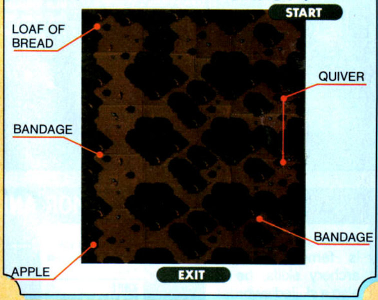
APPLE
QUIVER
START
ENTRANCE

❖INSIDE THE CHAPEL❖



MARIAN (DRUID DAGGER)
GOLD COIN
BISHOP
ENTRANCE
LEG OF MEAT

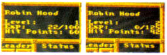
❖SHERWOOD FOREST❖



START
LOAF OF BREAD
QUIVER
BANDAGE
BANDAGE
APPLE
EXIT

EXPERIENCE BUILDS CHARACTER

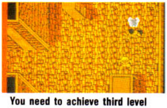
Gaining experience points, is also a factor in Robin Hood: Prince Of Thieves. As you gain experience points for defeating enemies, your personal attributes will improve and you'll be able to master more weapons.



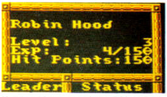
Robin Hood
Level: 1
Exp: 22/100
Hit Points: 60
Leader Status

Robin Hood
Level: 2
Exp: 6/125
Hit Points: 42
Leader Status

As your level increases, the amount of damage you do will increase.



You need to achieve third level before you can wear chain mail.



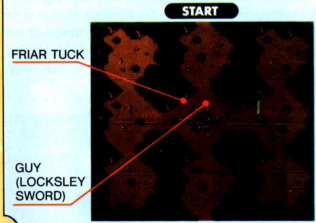
Robin Hood
Level: 3
Exp: 4/150
Hit Points:150
Leader Status

Your maximum number of hit points will be raised with each level.

ROB FROM THE RICH & GIVE TO THE POOR

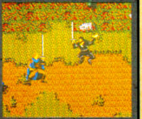
A golden opportunity to strike at the Sheriff has arisen—a train of carts carrying a large portion of the collected taxes is moving through Sherwood. Robin and his men cannot let such a chance go by untaken!

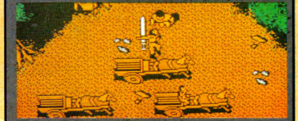
❖SHERWOOD FOREST❖



A REMATCH WITH GUY

The Sheriff's chief lieutenant, Guy of Gisborne, is in charge of the tax wagons. The last time Robin and Guy crossed swords, Robin let him go. This time, there will be no such mercy—the duel is to the death. You should know how to duel by now, so finish him off quickly!

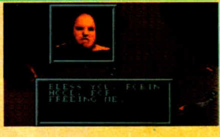




Defeat Guy of Gisborne and you will retrieve the mighty Locksley Sword!

A NEW ALLY—FRIAR TUCK

Although Friar Tuck once worked for the Sheriff, the continual injustices he has witnessed have turned him to the side of good. He will join your band after you defeat Guy.



BLESS YOU, ROBIN HOOD, FOR FREEING ME.

You now have five merry men!

THE CAST OF CHARACTERS

Robin will encounter many strange and unusual characters in his travels; some friends, others foes. Try to talk to everyone you meet to get the story and obtain clues.

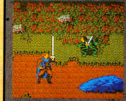
	ROBIN HOOD A reluctant hero, driven to great deeds by the Sheriff's cruelty.		**LITTLE JOHN** Outlawed for stealing food for his family, Little John becomes Robin's loyal friend.		**GUY OF GISBORNE** Guy is the Sheriff's cousin and one of his top lieutenants.
	PETER DUBOIS Robin's friend Peter unfortunately did not return from the Crusades . . .		**FRIAR TUCK** Once an employee of the Sheriff, Tuck turns to the rebel's side.		**BARON** The evil Baron is also one of the Sheriff's chief henchmen.
	AZEEM THE MOOR Azeem accompanies Robin to England after Robin saves him in the Arab dungeons.		**MAID MARIAN** She is Peter's sister. Robin promised Peter he would protect her.		**MORTIANNA** A powerful witch who has helped the Sheriff with her black magic.
	DUNCAN Robin's family friend Duncan was blinded by the Sheriff's men.		**WOLF** Robin rescues Little John's son from Guy Of Gisborne near Hadrian's Wall.	?	**THE SHERIFF** This tyrant has usurped the throne of England during Richard's absence.

THE WEAPONS-MASTER OF SHERWOOD

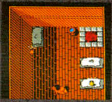
Although the rebel camp flourishes, there is great anxiety because few of the people are trained fighters. With storm clouds brewing on the horizon, Robin sets out to find a mysterious hermit who is rumored to be master of many weapons. Perhaps he will teach the rebels, most of whom were once farmers, the finer points of war.

DUEL THE MASTER

To test Robin's mettle, the Master will challenge him to a duel. This one isn't to the death, though, and if Robin wins, the Master will agree to help the rebels. He will charge 200 gold pieces for his services, which you should have by now if you've been picking up all possible gold.

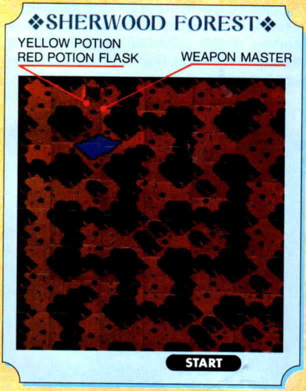


Stick and move and let the Master come to you.



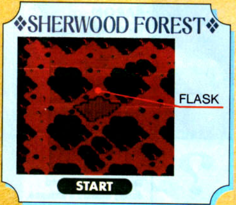
Before you duel, go into his house and take the potions inside.

The well by the Master's house is dry, with nothing interesting inside.



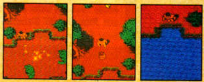
A POX FALLS UPON THE REBEL CAMP

Upon returning to the camp, Robin finds a mysterious malady is afflicting the rebels. A holy spring in Sherwood is rumored to be a source for water which can heal any sickness. Robin sets out to obtain a sample of this mystic water.



THE HOLY SPRING IS WELL GUARDED

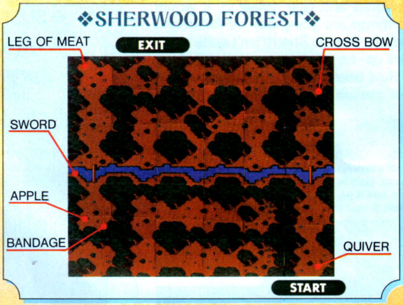
Strange fish-men guard the holy spring, shooting arrows at any who would take its waters. Take a round-about path to the north edge of the lake to get the water skin. Then, go to the east or west bank of the lake and quickly fill it.



A HAMLET IN PERIL

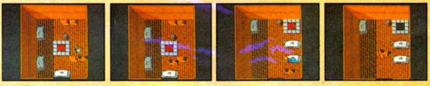
Another of the Sheriff's henchmen, the Baron, is terrorizing a small Sherwood Forest village. The people of the village hate the Baron, but feel powerless against him and the Sheriff's men. It's Robin to the rescue once again!

❖SHERWOOD FOREST❖


LEG OF MEAT
EXIT
CROSS BOW
SWORD
APPLE
BANDAGE
QUIVER
START

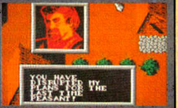
DOOR TO DOOR SEARCH

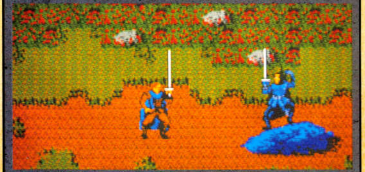
Search every house in the village for provisions and other useful items. One of the huts will contain the ball and chain.



BATTLE THE BARON

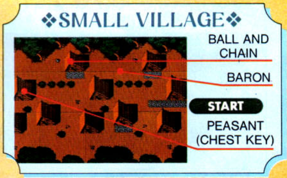
The Baron is one of Robin's most difficult dueling opponents. He's fast and unpredictable. With all the duels you've won to make it thus far, you should be able to handle him. Fight defensively and let the Baron come to you. After this duel is over, only the Sheriff will remain . . .


YOU HAVE DISRUPTED MY PLANS FOR THE LAST TIME PEASANT!



Be sure to get the letter the Baron is carrying. It contains clues to the Sheriff's intentions.

❖SMALL VILLAGE❖

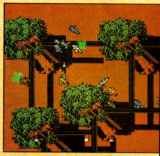

BALL AND CHAIN
BARON
START
PEASANT (CHEST KEY)

THE FINAL SHOWDOWN APPROACHES

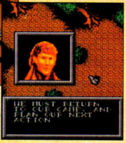
With Baron and Guy defeated, it would seem things are going well for Robin and the rebels. But the Sheriff isn't quite ready to give up—he still has many men behind him. He's been massing his forces for an all-out assault against Robin's camp!

LIVE TO FIGHT ANOTHER DAY

The Sheriff's onslaught is overwhelming. In a giant Melee Mode battle, you'll be faced with wave after wave of attackers. Even if you defeat all of them, more will come. Your only choice is flight into the depths of Sherwood!



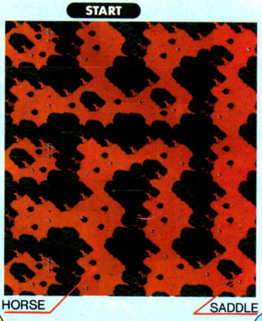
Against titanic odds, Robin's band manages to hold off the Sheriff's army—but for how long?



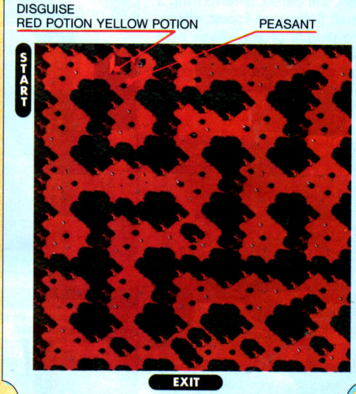
WE MUST RETURN TO OUR CAMP, AND PLAN OUR NEXT ACTION

Sadly, your only chance is to abandon your camp to the Sheriff's men . . .

❖SHERWOOD FOREST❖



❖SHERWOOD FOREST❖



THE CAMP IN FLAMES!

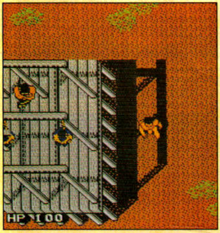
After the Sheriff's men have destroyed your camp, it is safe to return. Duncan survives to tell you the horrible news—the Sheriff intends to take Marian in marriage, plus, ten rebels have been kidnapped. Unless Robin agrees to turn himself in, the Sheriff will have them killed!

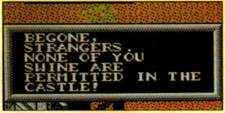
Dire news from Duncan.

Ride to the Sheriff's Castle.

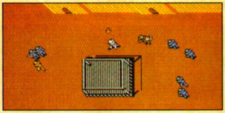
FACE OFF IN THE TOWN SQUARE

Robin has done his job well as a rebel. The guards in the town square won't even recognize him the first time he talks to them. But if you persist, they will attack.

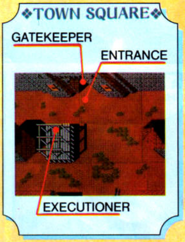



BEGONE,
STRANGERS.
NONE OF YOU
SWINE ARE
PERMITTED IN THE
CASTLE!

The guard doesn't recognize Robin at first . . .

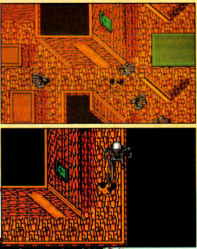


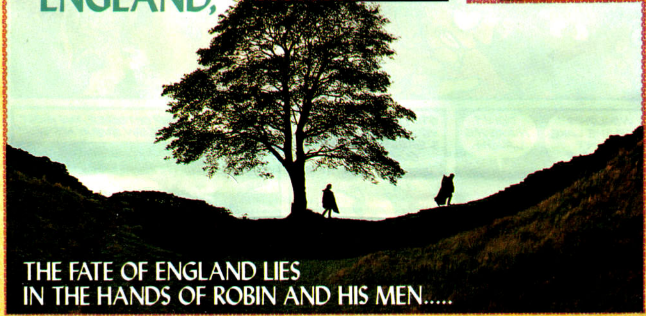
. . . but if you keep bothering him, he will call out the entire force!

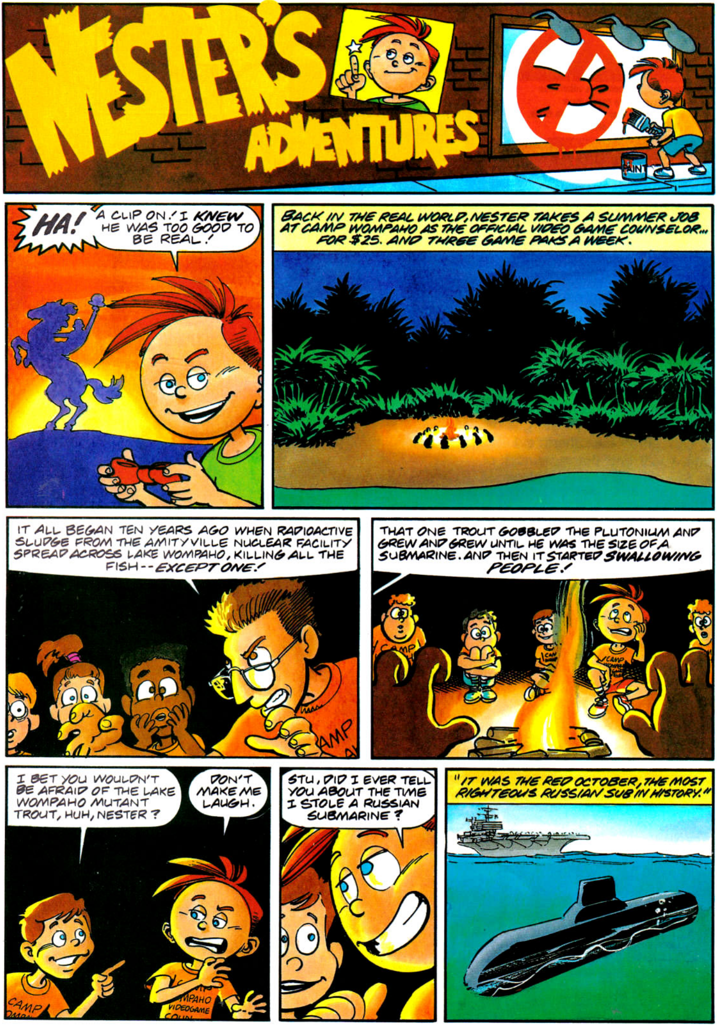

❖TOWN SQUARE❖
GATEKEEPER
ENTRANCE
EXECUTIONER

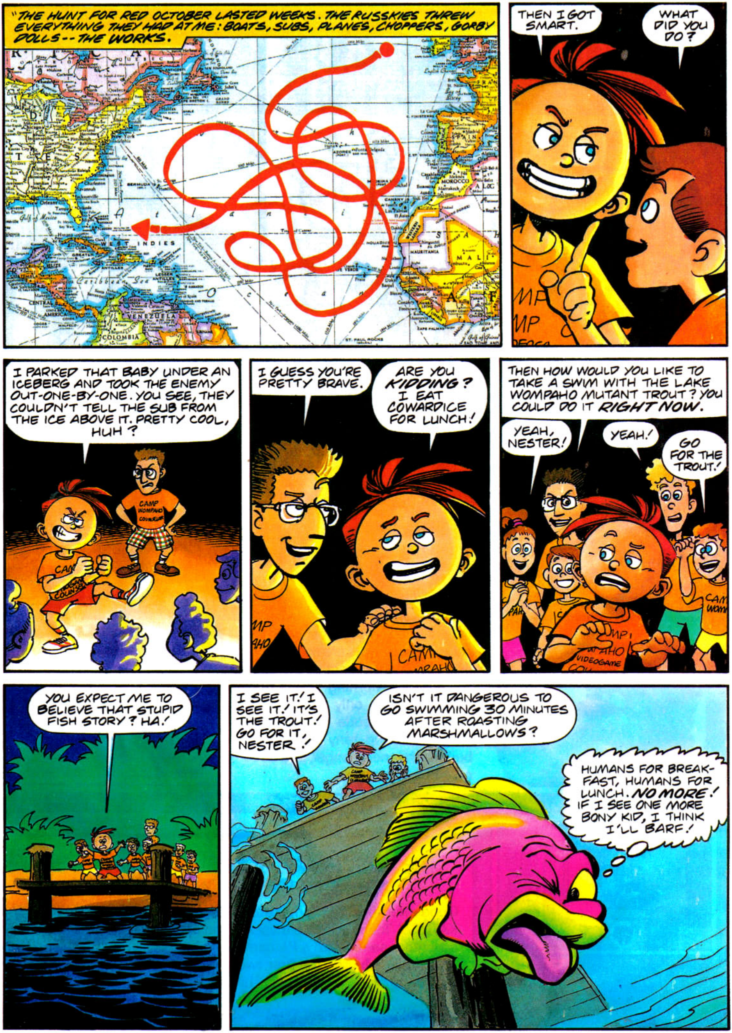
INTO THE SHERIFF'S DEN!

After defeating the gate's guards, you can enter the Sheriff's keep. Inside, you'll find the remainder of the Sheriff's army—the place is swarming with guards. The Castle is huge and you have a long fight before you make it to the Sheriff and Marian. Once you do, you'll have the duel of your life on your hands. Good luck!



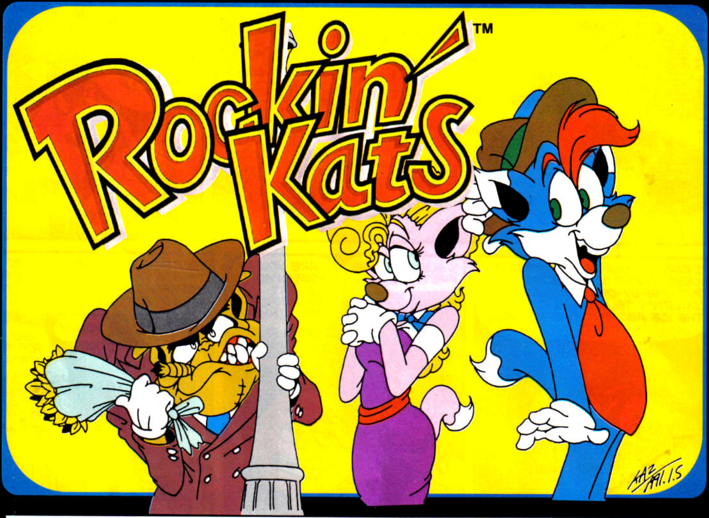

IN TWELFTH CENTURY
ENGLAND,
THE FATE OF ENGLAND LIES
IN THE HANDS OF ROBIN AND HIS MEN.....


NESTER'S ADVENTURES
PAINT
HA! A CLIP ON! I KNEW HE WAS TOO GOOD TO BE REAL!
BACK IN THE REAL WORLD, NESTER TAKES A SUMMER JOB AT CAMP WOMPAHO AS THE OFFICIAL VIDEO GAME COUNSELOR... FOR $25. AND THREE GAME PAKS A WEEK.
IT ALL BEGAN TEN YEARS AGO WHEN RADIOACTIVE SLUDGE FROM THE AMITYVILLE NUCLEAR FACILITY SPREAD ACROSS LAKE WOMPAHO, KILLING ALL THE FISH--EXCEPT ONE!
THAT ONE TROUT GOBBLED THE PLUTONIUM AND GREW AND GREW UNTIL HE WAS THE SIZE OF A SUBMARINE. AND THEN IT STARTED SWALLOWING PEOPLE!
I BET YOU WOULDN'T BE AFRAID OF THE LAKE WOMPAHO MUTANT TROUT, HUH, NESTER?
DON'T MAKE ME LAUGH.
STU, DID I EVER TELL YOU ABOUT THE TIME I STOLE A RUSSIAN SUBMARINE?
"IT WAS THE RED OCTOBER, THE MOST RIGHTEOUS RUSSIAN SUB IN HISTORY."


"THE HUNT FOR RED OCTOBER LASTED WEEKS. THE RUSSKIES THREW EVERYTHING THEY HAD AT ME: BOATS, SUBS, PLANES, CHOPPERS, GORBY DOLLS--THE WORKS.
THEN I GOT SMART.
WHAT DID YOU DO?
I PARKED THAT BABY UNDER AN ICEBERG AND TOOK THE ENEMY OUT-ONE-BY-ONE. YOU SEE, THEY COULDN'T TELL THE SUB FROM THE ICE ABOVE IT. PRETTY COOL, HUH?
CAMP WOMPAHO COUNSELOR
I GUESS YOU'RE PRETTY BRAVE.
ARE YOU *KIDDING?* I EAT COWARDICE FOR LUNCH!
THEN HOW WOULD YOU LIKE TO TAKE A SWIM WITH THE LAKE WOMPAHO MUTANT TROUT? YOU COULD DO IT *RIGHT NOW.*
YEAH, NESTER!
YEAH!
GO FOR THE TROUT!
YOU EXPECT ME TO BELIEVE THAT STUPID FISH STORY? HA!
I SEE IT! I SEE IT! IT'S THE TROUT! GO FOR IT, NESTER!
ISN'T IT DANGEROUS TO GO SWIMMING 30 MINUTES AFTER ROASTING MARSHMALLOWS?
HUMANS FOR BREAKFAST, HUMANS FOR LUNCH. *NO MORE!* IF I SEE ONE MORE BONY KID, I THINK I'LL BARF!

"TWO PAWS UP...A KOOKY ADVENTURE WITH CRAZY CARTOONISH KATS ...MORE FUN THAN A BALL OF YARN AND A SAUCER OF MILK!"

-Tom Furball KATZ-TV



Do not attempt to adjust your set! Atlus' Rockin' Kats are so cartoon-like, you might expect to see them on Saturday Morning TV. For now though, they're only on the NES, with a five-episode cat and dog chase featuring zany weapons, a built-in channel changer, and three cool bonus stages.

GAME PAK · DATA BOX

ROCKIN' KATS

ATLUS

MEMORY	1M×1M MMC3

POWER METER	
Graphics & Sound	3.3
Play Control	3.3
Challenge & Lasting Inf.	3.3
Theme & Fun	3.4

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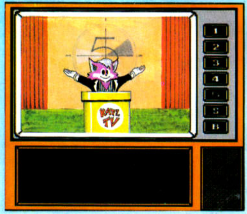
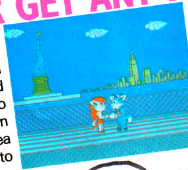


THE ROCKIN' KATS SEASON IS IN FULL SWING! HERE'S AN UPDATE ON THE ACTION!

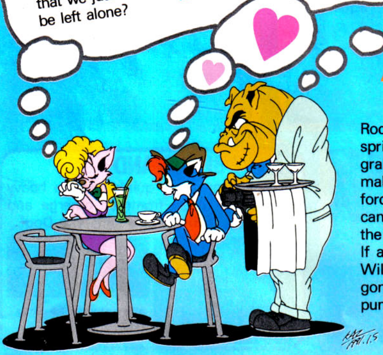
Good afternoon. I'm Tom Furball and this is "At The Meow-vies" on KATZ-TV. Today we take a special look at Rockin' Kats, a rollicking adventure series with a P.I. named Willy, his girlfriend, Jill, and the town bully, Mugsy. The first two episodes have already aired and today, we focus on Episode Three.

WILL WILLY AND I EVER GET ANY PRIVACY?

Time and time again, that oaf Mugsy takes me to his hidden headquarters and Willy has to come to my rescue. When will he get the idea that we just want to be left alone?

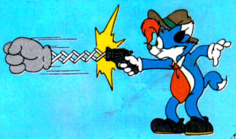


I dream of our days in New York...



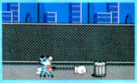
A KOOL KAT NEEDS A KOOL WEAPON

Rockin' Kat Willy can knock enemies silly with his spring-loaded Super Punch Gun. He can also use it to grab objects from afar and buy attachments that will make it more powerful. Since Mugsy's minions are out in force, Willy's got to pack a wallop and make sure that he can make his way to the big cheese in time. If any bad kats get in Willy's way, he's gonna have to super punch 'em.



PUNCH

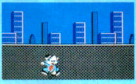
With a tap of the B Button, you can let go of a power-packed punch and send Mugsy's forces sailing.



A spring-loaded Super Punch Gun punch will knock out all approaching enemies within reach and clear the way to Mugsy's hideout.

PUNCH 'N JUMP

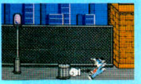
Press the B Button and Down on the Control Pad while Willy is in the air. He'll bounce back with an extra high jump.



Catch some air by jumping and hitting the pavement with the Super Punch Gun. You'll bounce back with bonus hang time and exra height.

SMASH ATTACK

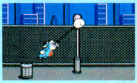
If Willy's being chased, just punch a nearby obstacle and he'll blast off backwards and knock into his opponent.



Surprise your pursuers by punching obstacles in front of you and blasting back with speed and power. They won't know what hit them!

SPIN ATTACK

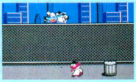
Grab a platform with the Super Punch Gun. Then press B and Willy will spin and knock out everyone within reach.



Grab a stable object in the air and get some forward momentum for a rockin' roundhouse attack. You'll clear the area easily.

SPIN JUMP

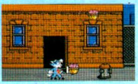
Press the B Button while Willy is in the middle of a Spin Attack and you'll launch him skyward.



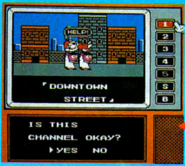
Watch your spin and release your grip when you're heading in the direction you want to go. You'll sail away for a super long jump.

CATCH AND THROW

Press and hold the B Button and you'll be able to catch falling objects which you can throw toward approaching enemies.



Grab a falling plant or soda can and you'll be able to knock out approaching enemies by tossing the objects to the left or right.



「DOWNTOWN STREET」

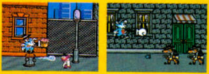
IS THIS CHANNEL OKAY?
▸YES NO

CHANNEL ONE

The first Rockin' Kats episode, titled "Downtown Street", takes place, predictably, downtown. When Mugsy makes off with Jill, Willy's got to hit the road and find her. What drama! Mugsy's forces have been alerted that Willy is on the way, so they're ready. There's even an over-grown bird who gets hopping mad when Willy invades its turf. The action really heats up when Willy follows Mugsy's trail into the underground and takes a ride on the roof of the interurban.

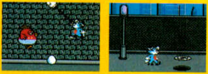
Hydrants 'n Hoods: 1-1

Mugsy's men are all over the streets. Hit 'em with your Super Punch Gun and blast 'em with cold water from fire hydrants.



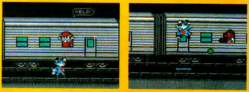
Big Bird: 1-2

The sizable sparrow that roams this block tries to knock you down with its eggs. Power punch the peeper and fly.



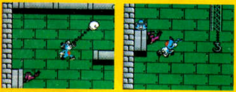
Take a Train Ride: 1-3

What's an action-packed episode without a chase on top of a moving train? Keep rockin' and try to derail the thugs onboard.



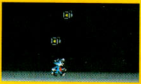
Pipe Up, Pipe Down: 1-4

As you swing through this plumber's nightmare, you'll encounter a pack of stray gangster dogs. Dodge their bullets and pound them.



Bullhorn Avalanche: 1-5

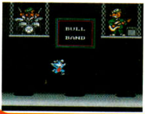
Dodge the dropping bullhorns and keep moving.

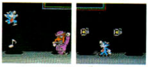


BOSS

THE BULL BAND

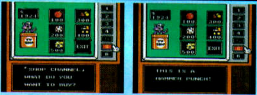
Mugsy's got a hot quintet with a heavy sound. The three frontmen emerge and toss notes. Time to play Whack-A-Dog!





After a whack, watch out for falling Bullhorns!

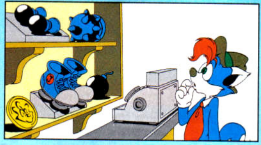
GO FOR GADGETS GALORE AT THE TV STORE



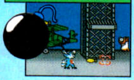
「SHOP CHANNEL」
WHAT DO YOU
WANT TO BUY?

THIS IS A
HAMMER PUNCH!

Tune into the Shop Channel for a wide selection of useful items and stock up. If you're low on dough, though, you'll have to defeat enemies, find money bags or win some bonus games before you can take off with the goods. Once you have an item, you'll be able to keep it until all of your lives have been used up.

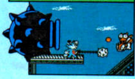


BOMBER



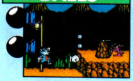
For only 100 bucks, you can walk away with this endless supply of explosive devices. They work very well when there are several enemies attacking at once. Set the charge and let them have it!

HAMMER PUNCH



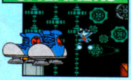
This mace-like weapon will set you back 200 bucks, but it'll send your enemies back further. Use it to muscle your way through a crowd. You'll have to switch to the standard gun, though, when you want to grab something.

TWIN BALLS



Hit hard-to-reach enemies with these powerful projectiles. For a cost of only 300 bucks, they are definitely a must-have. Don't leave the Shopping Channel without them.

JET SNEAKERS



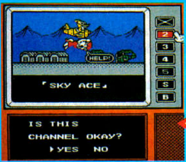
For short bursts of hover power, you can invest 400 bucks and fly away with Jet Sneakers. They don't take you far, but they're useful in a few key areas. Jump as far as you can first, then switch on the Sneakers for some extra air.

ONE-UP

THANK YOU!

An extra life is 500 bucks! That's steep considering that you can earn plenty of them on the road or in the roulette bonus game. Buy them on the Shopping Channel only if you've got more dough than you know what to do with.

Rockin' Kats



『SKY ACE』

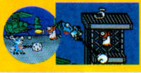
IS THIS CHANNEL OKAY?
▸YES NO

CHANNEL TWO 2

Bomb tossing bears and plane piloting hounds are Willy's nemesis in the second week's episode, "Sky Ace." Willy and Mugsy take to the air for a dog (and kat) fight that ends with a crash when Willy takes on Mugsy's manic punching machine inside a dirigible at 40,000 feet. Talk about terror!

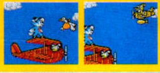
Airfield Antics: 2-1

Bomb-tossing bears intend to ground you. Grab onto something and swing.



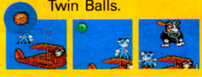
In-Flight Frenzy: 2-2

Hitch a ride on the wing of a plane and take on a flock of birds and bombers.



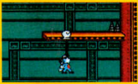
Flying Beagle: 2-3

While you're on the wing of an old-fashioned airplane, a high-flying mutt will drop down and toss a variety of objects. Take it down with the Twin Balls.



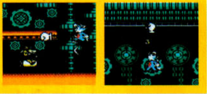
Airship Acrobatics: 2-4

Bounce up to the top of Mugsy's Airship.



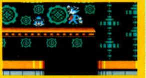
In the Works: 2-5

The Airship engine room is full of dogs on bombs and open gaps. Watch your step.



Bonus-Filled Fall: 2-6

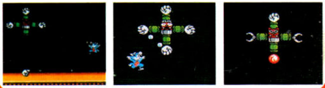
Drop to Mugsy's level by one of two openings and collect Bonuses.

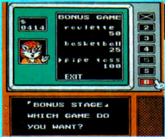


BOSS

PUNCHING MACHINE

This four-fisted flyer hovers out of reach and sends the hands down to do the dirty work. You should have the Twin Balls for this fight.



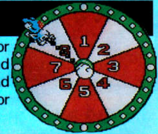


$ 0414

BONUS GAME
roulette 50
basketball 25
▸pipe toss 100
EXIT

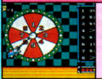
『BONUS STAGE』
WHICH GAME DO
YOU WANT?

BONUS GAMES



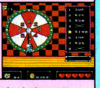
Three Bonus Games offer chances to win money and 1-Ups. For 50 bucks you can have a crack at Roulette. Stop spinning and you may land on a decent prize. Play Basketball for 25 bucks and try to Spin Jump into moving baskets. Toss balls into pipes for 100 bucks and you could walk away with 560 bucks!

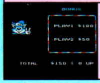
ROULETTE



'Round and 'round she goes. Where she stops, nobody knows. You'll get two chances for big prizes every time you play Roulette.

Land on a number and you'll win the corresponding prize. The best bounties are 100 bucks and a 3-Up. Not bad!

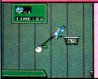




BONUS
PLAY1 $100
PLAY2 $50
TOTAL $150 0 UP

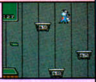
After you've had your two chances, your prizes will be rewarded. Walk away with more than it costs you to play and Willy will be happy.

BASKETBALL



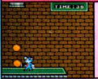
Grab onto the platform and start spinning. The baskets are pretty difficult targets, as they're all moving up and down or side to side.

Let go and try to aim your fall into one of the baskets. If you make it, you'll win the prize on the side of the target basket.



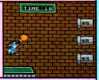
You've got two chances to play and it only costs 25 bucks! You'll be sure to earn a decent profit in this event.

PIPE TOSS



Press and hold the B Button to extend your glove and catch a ball in the profitable Pipe Toss event.

You'll have 40 seconds to throw as many balls as you can into the moving pipes. Every hit will net you the prize on the side.



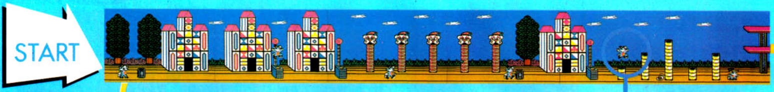
If you're good at hitting the 70 buck pipe, you could earn a sizable bankroll from this event, even though it costs 100 bucks to join.

HELP!
PLAYLAND
3
4
5
S
B

IS THIS
CHANNEL OKAY?
▸YES NO

CHANNEL 3 THREE

This week's exciting episode, "Playland," pits Willy against the fiendish forces of Mugsy's amusement park. Plate-tossing pandas, scooter-riding gremlins and ball-spitting bulldogs are just a few of the dangers that he encounters. Once Willy makes his way through the first section of the park, he has a slight detour through a cemetery where he encounters a ghost dog. After that, there's more rides and wacky enemies as he gets closer and closer to Mugsy's whereabouts.

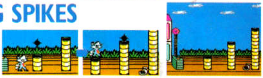


Playland Pandas: 3-1

Pandas with plates aim to break up your attempt to get through the park and rescue Jill. You'll also encounter ball-spitting bulldogs and gremlins on skateboards.

WATCH FOR RISING SPIKES

Wait for spikes to emerge from a given pipe before you leap onto that pipe. Then, go for it while the spikes are still in the air.

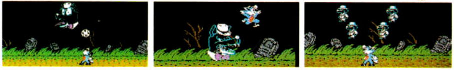


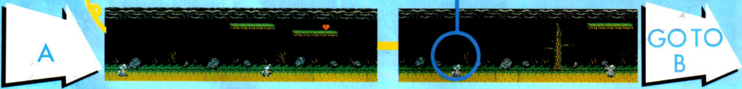
Galloping Ghouls: 3-2

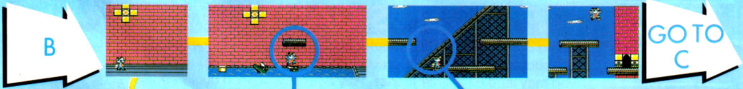
The Playland haunted house is full of ghost dogs. Watch out.

THE GHOST DOG EMERGES!

If you've got the Hammer Punch, you should be able to bully your way through this encounter. Knock the dog silly, then get out of the way when it splits.





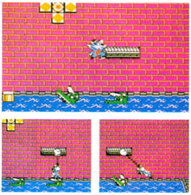


Bound and Pound: 3-3

Hit the birds as soon as they come within pounding distance in this area. Then grab onto a platform and Spin Jump over the cement pond.

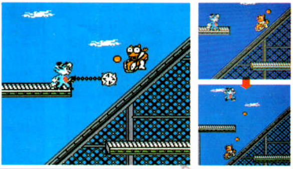
GET 'GATOR AID

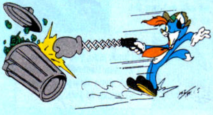
The alligators in the pond will let you jump on their snouts as long as you get off of them quickly. As soon as you land on the third alligator, reach up and start swinging. If you wait too long, you'll be 'gator bait.



COASTER CHAOS

The Hammer Punch and the Twin Balls are both good weapons to have when you come across the roller coasters. Use the Hammer Punch to knock out the angry faces that are shot from the cannons. Then switch to the Twin Balls. You can use a Spin Attack to put the cannons out of commission and then aim for the rhinos on the coasters. With a well-placed attack, you'll be able to hit the rhinos and have plenty of time to avoid their shots.



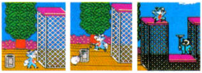


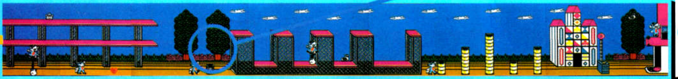
PUNCHIN' IN PLAYLAND

Make sure that you invest in the Hammer Punch before you attempt to get through Playland. The enemies are tough, so you need a tough weapon.

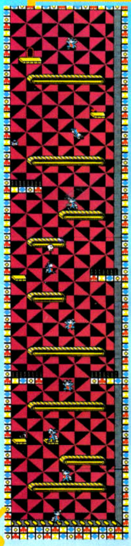
ANGLE JUMP

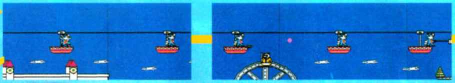
The only way that you'll be able to get to the top of the fence in this section of Playland is by using a variation of the Punch 'N Jump technique. Press Down and Left on the Control Pad as you bounce and you'll go up and over at an angle.

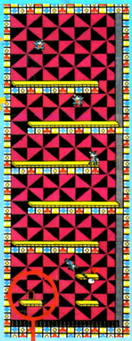




GO TO A

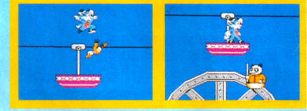






Skyride Scare: 3-5

Take a scenic tour over Playland on the Skyride and watch for plate-tossing pandas on the ferris wheel. This is a long episode, but you're nearing the end. Hang in there and keep fighting.

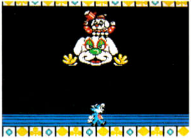


Bean the Bats

As you drop to Mugsy's Playland headquarters, try to knock out the bats before they swarm.

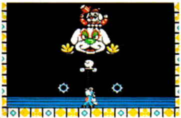
BOSS CLOWN DOG CAPERS

Mugsy's got a big surprise at the end of Playland. It's a devious dog in a clown suit who rides a gear-spitting dog head. First, you're going to want to go after the head. Then, you should aim your fire on the clown.



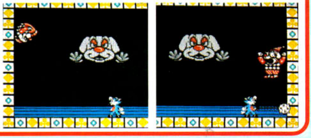
HAMMER TIME!

Aim for the nose of the dog-head and jump to hit it with the Hammer Punch or switch to the Twin Balls and run from the gears as they rain down. They'll first drop to the center and then to the sides. If you use the Hammer Punch, the gears will not present a problem at all.



THE CLOWN COMES DOWN

When the Clown Dog leaps away from the dog head, it will tumble around the entire room twice, then stop to throw gears. Jump out of the way as it's tumbling. Then aim for the corner when it sets down and hit it three times quickly. Run when the Clown Dog starts to throw its gears and repeat the process until it's history. Since the clown dog takes a lot of hits, you'll have to be patient and try to avoid contact at all times.



C

Conveyor Confusion: 3-4

This section is deceivingly difficult. Watch your step on the conveyor belts and try to swing up to the top.

1
2
3
4
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B
HELP!
「WESTERN ADVENTURE」
IS THIS CHANNEL OKAY?
▸YES NO

CHANNEL 4 FOUR

Let's take a look ahead at Week Four. Willy finds himself in the middle of a wild "Western Adventure." Kooky cowboys and wacky Indians both go after this lone puncher as he tries to foil Mugsy's plans. Once you're caught up on these first four episodes, you'll be able to tune-in to episode five for the season finale! Then, stay tuned for a special surprise after the final credits!

Western Showdown: 4-1

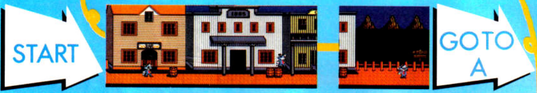
The residents of this one horse town don't take kindly to strangers. Power punch 'em and move on.

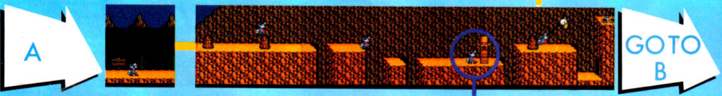
Bound Over Bluffs: 4-2

Leap the gaps in this rock formation and watch for arrow-firing hounds.

Drop 'n Swing: 4-4

The cave is lined with spikes. Leap over them or grab a branch and clear the spikes with a swing. Then drop to the bottom and move on to the next section.

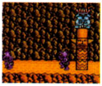




Cave Caper: 4-3

Arrow-firing mutts are all over this underground hideaway. Let their arrows fly over you, then move in and punch.

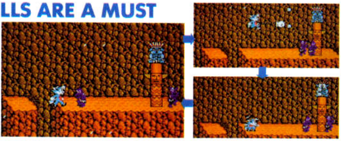
Totem Pole Trouble For Willy

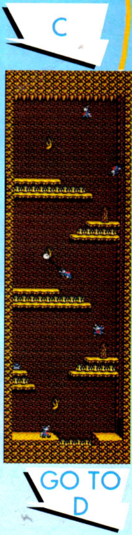


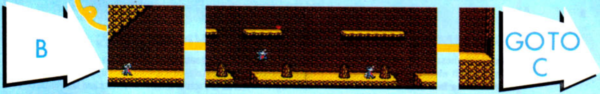
The dog at the top of this totem is causing problems. Stay on the left side, watch the wind and jump to hit the dog with Twin Balls.

TWIN BALLS ARE A MUST

If you don't have the Twin Balls here, it will be quite difficult to move on. Make sure that you make the investment, then knock out the dog from the safety of the leftmost ledge.







SUPER TIPS FOR ROCKIN' WILLY

1 If you've gone into an episode without a special weapon that you could really use, you can break from the episode by pausing the game and pressing the A Button three times. Then Shop away!

2 You do have control over Willy while he's in the air. Use the Super Punch Gun in mid flight and you'll be able to direct where Willy flies.

TAKE A TWIN SHOOTER ALONG

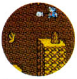
Since you can't get your paws on a six shooter for this episode, the Twin Shooter will have to do. Buy it to use against wild enemies everywhere while you're exploring the West.

Quiet Cave: 4-5

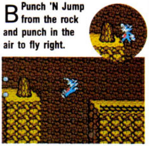
There's not much going on in this section. But the silence won't last for long.

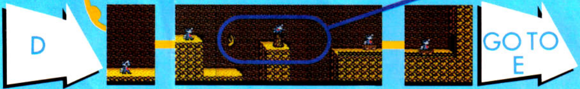
Propel Over The Mighty Pit

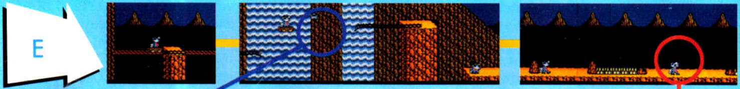
A Grab ahold of the branch in this section and use a Spin Jump to fly up to the ledge with the big rock.



B Punch 'N Jump from the rock and punch in the air to fly right.

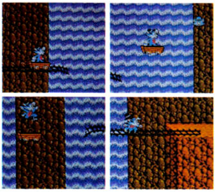






Mid-Air Moves

You'll be in for a harrowing experience in this part of the episode as you ride a mine car on a set of broken tracks. Jump as soon as you get to point A on the map. You'll collect a 1-Up and you'll make it to the other side. Jet Sneakers may be a good investment, just to give you an extra boost across the gap.



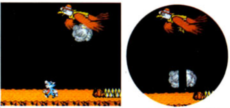
BOSS

BIG EAGLE WITH A BIG ROCK

Mugsy's up to his old tricks again. This time, he's trained an eagle to carry boulders and drop them on Willy from above. And, if that wasn't enough, it swoops down and attacks, too! Ouch!

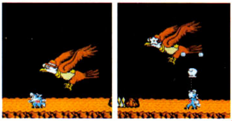
BOMBS AWAY!

This Eagle is smart. It watches you, then drops the boulder, aiming for where you are. Get out of the way and hurry! When the boulder lands, it will split and spreads. A good evasive maneuver is to wait near one of the rocks, then use a Smash Attack to get out of the way when the boulder drops.

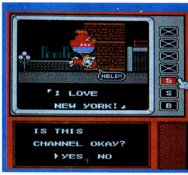


INCOMING! WATCH OUT!

When the Eagle isn't carrying a boulder, it's swooping down and tagging you with its talons. Hit it with the Twin Balls when you have a clear shot and keep on hitting it as much as you can. It'll take a lot of hits before this bird finally gives up!



IT'S NOT QUITE OVER AFTER EPISODE FIVE. WATCH THE CREDITS, THEN GET READY FOR A SUPER CHALLENGING SPECIAL! WHO KNOWS HOW LONG THIS CAN GO ON?



HELP!

"I LOVE NEW YORK!"

IS THIS CHANNEL OKAY?
▸YES NO

The Regular Season Wraps Up With Episode Five In New York City! What Tricks Does Mugsy Have Up His Sleeve For The Finale?

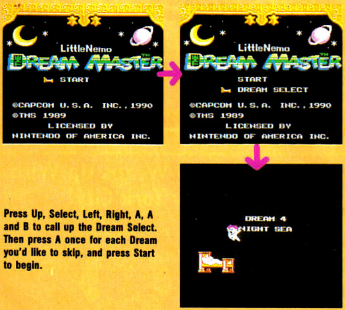
CLASSIFIED INFORMATION

Little Nemo THE DREAM MASTER™

From Agent #777

Dream Select

Some of Little Nemo's Dreams are so challenging to complete, they can turn out to be nightmares for even the most experienced players. Never fear! Our Agents have found a way to skip to any of Nemo's Dreams in a wink with a special Dream Select. When the Title Screen appears, press the arrows on the Control Pad and the Controller Buttons in the following order: Up, Select, Left, Right, A, A, B. The Dream Select option will appear, giving you the ability to skip Dreams. As the cursor is pointing at the Dream Select option, press the A Button once for each dream you'd like to skip. If you want to begin your adventure on Dream Four, for example, press the A Button three times in order to skip Dreams One, Two and Three. When you've pressed the A Button once for each Dream you'd like to skip, press Start and you'll find yourself in the Dream you selected!



LittleNemo
THE DREAM MASTER™
START
©CAPCOM U.S.A. INC., 1990
©TMS 1989
LICENSED BY
NINTENDO OF AMERICA INC.
LittleNemo
THE DREAM MASTER™
START
DREAM SELECT
©CAPCOM U.S.A. INC., 1990
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LICENSED BY
NINTENDO OF AMERICA INC.
DREAM 4
NIGHT SEA

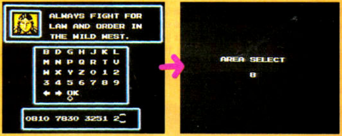
Press Up, Select, Left, Right, A, A and B to call up the Dream Select. Then press A once for each Dream you'd like to skip, and press Start to begin.

THE LONE RANGER™

From Agent #986

Area Select Plus

Get a boost on your mission to rid the West of villains and varmints with a very special Password. Just enter the numbers 0810 7830 3251 2 as your Password and leave the last three digits of the Password entry blank. When you give your Password the OK, the message "AREA SELECT 1" will appear. Press Up and Down on the Control Pad to change the Area Number. Then press the Start Button to begin on the desired stage.

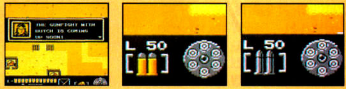


ALWAYS FIGHT FOR LAW AND ORDER IN THE WILD WEST.

B D G H J K L
M N P Q R T V
W X Y Z 0 1 2
3 4 5 6 7 8 9
← → OK
0810 7830 3251 2
AREA SELECT
8

Enter this special Password (leaving the last three digits blank) and you'll call up the Area Select.

Not only will you be able to begin in any of the eight areas, but you'll begin with riches beyond your wildest dreams. Instead of a cache of $100, you'll have $9,999! Plus, you'll start with a Long Barrelled Gun, 50 rounds of Standard Bullets, 50 rounds of Silver Bullets and 10 sticks of TNT. Butch Cavendish can run, but he cannot hide. With this super stage select and the great bonuses, you'll nail him down in no time!



THE GUNFIGHT WITH BUTCH IS COMING UP SOON!

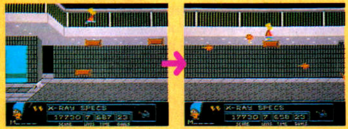
An Area Select and an Ammo and Cash bonanza! Talk about keen!

THE SIMPSONS™

From Agent #321

Sweet Ride

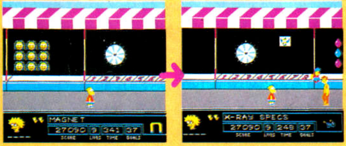
Your journey across the Springfield Mall in Stage Two of this challenger is full of treacherous obstacles. One obstacle that you needn't worry about is the large patch of wet cement near the beginning of the stage. There are pieces of wrapped candy and lollipops floating over the cement. In order to avoid the cement, you've got to jump from one sweet to the next, and the going gets tough toward the far end of the cement. You can avoid that predicament, though, by jumping up and down three times on the second piece of candy. It will start to move like a platform and carry you over the entire patch of cement!



Hitch a ride across the cement by jumping three times on the second piece of wrapped candy.

Guaranteed Win

You can earn a 1-Up on the Wheel of Fortune of Stage Three every time if you have the Magnet. Purchase the Magnet at Toys 'N Stuff on the streets of Springfield in Stage One. Select it and press the Start Button before you pick a number on the Wheel of Fortune. The Magnet will influence the Wheel and make it land on your number.



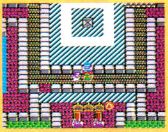
Use the Magnet to win a 1-Up with the Wheel of Fortune.

DRAGON WARRIOR PART 2™

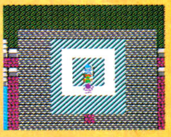
From Agent #292

Once Is Enough

Hargon's Castle is the sight of your final battle against the evil forces in this chapter of the Dragon Warrior saga. Chances are that you won't defeat all of the enemies in the castle on your first few tries. You can, though, make each attempt on Hargon's Castle count toward your final victory. You'll find the castle west of the Monolith of Rhone. As soon as you enter, use the Charm of Rubiss to reveal the actual interior of the castle. Move on behind the throne and to the left. Then use the Jailor's Key or Open Spell to unlock a hidden door. Walk to the right until you come to a door and use the Golden Key. Move up through that door and use the Eye of Malroth in the center of the room. You'll be sent to the castle tower where the fight begins.

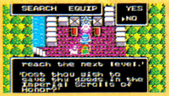


Use the Jailor's Key or Open Spell to unlock a hidden door.



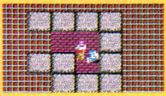
Go to the center of this room and use the Eye of Malroth.

Before you take on Hargon or Malroth, you'll battle Atlas, Bazuza and Zarlox. If you're defeated, you'll be sent back to the Monolith of Rhone where you'll have the opportunity to save your game. If you choose to save, Atlas, Bazuza and Zarlox will return to the castle. Choose instead not to save, and you'll never have to deal with those creatures again.



reach the next level.'
'Dost thou wish to save thy deeds in the Imperial Scrolls of Honor?'

Choose not to save your game after you have been defeated in Hargon's Castle.



If you've defeated Atlas, Bazuza or Zarlox before, you never have to meet them again.

CLASSIFIED INFORMATION

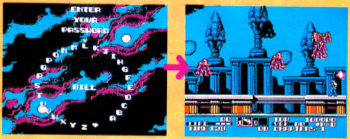
Low G MAN

FROM AGENT #123

Michelle, Isaac and Bill

The Low G-Man programmers are probably paying homage to their friends with the Passwords for advanced levels in the game. Each Password is four characters, so they've changed two of the names to fit. One name is Michelle, so the Password for Level Two is "MICH" and the Password for Level Three is "ELLE." Another name is Isaac. To make the name fit as the Password for Level Four, it becomes "ISAC." The third name, Bill, fits perfectly as "BILL," the Password for Level Five.

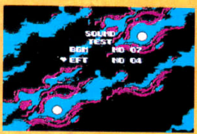
Level Two	MICH
Level Three	ELLE
Level Four	ISAC
Level Five	BILL



Use BILL to go directly to Level Five.

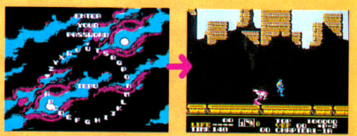
Sound Test

Enter SONG as your Password to sample the Low G Man sounds. The message "BGM 00 EFT 00" will appear. BGM stands for "Background Music" and EFT stands for "Effects." Press Up and Down on the Control Pad to switch between the two and press Left and Right to change the numbers. Then press the A Button to start the sounds and press the B Button to stop them.



More Challenges Ahead

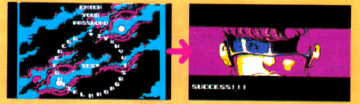
If you thought the first time through Low G Man was challenging, wait 'till you've completed the game and start over again. The second and third times through are super challenging. For a sneak peek of those stages, enter TERU as your Password for the second run-through (Stage 1-1A) and enter MARU as your Password for the third run-through (Stage 1-1B).



It looks like the first stage all over again. Only, this time, the going gets tough very early on.

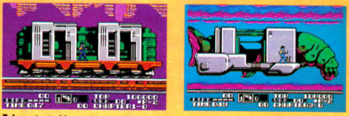
The Ultimate Ending And More

If you want to check out the best ending of the game before you get there through your own skillful playing, just enter YES followed by a Heart design, as your Password. You'll be able to see what awaits you, once you've completed the game on your own.



See the ending of Low G Man with a very positive Password.

There are two elusive transportation devices in Low G Man. They are the Cyber Express and Anti Gravity Transport. You can take a look at the Cyber Express by entering AMAN as your Password and you can view the Anti Gravity Transport by entering NAKA as your Password. These particular versions of the devices are just for show, as they won't ever take you anywhere.



Take a test ride on two cool transports with the Passwords AMAN and NAKA.

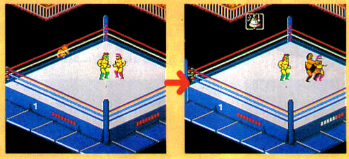
CLASSIFIED INFORMATION

WF WRESTLEMANIA Challenge

■ **FROM AGENT #009**

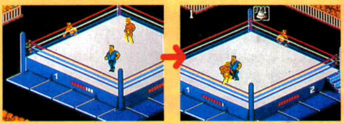
Partner Power

Pro wrestling rules say that tag team partners must stay in their corners while they're waiting to be tagged. As you know from watching the real thing, though, rules are made to be broken. Our Agents have found that you can break the rules and get some valuable off-duty assistance from your tag team partner in the latest wrestling game for the NES. Start a one-player game or challenge another player and choose to include at least one tag team partner on each side. Then, as the match is in progress, press the Select Button and the A Button at the same time. Your tag team partner will jump from the corner into the ring! For a few seconds, until your partner is close to being disqualified, you can have two bone-crunchers on your side! Your partner will be computer-controlled. He'll try to get in a few choice hits. Then as the timer ticks closely to a ten count, he'll go back to the corner. Call him into the ring whenever you need some help.



Press A and Select at the same time to call your partner into the ring.

If you'd like your partner to do some dirty work outside of the ring, press the B Button and the Select Button at the same time. Your partner will run around the ring to the opposite corner and knock some energy out of the tag team partner on the opposing side. If you're playing against another player and he or she sends a tag team partner over to your corner to cause havoc, you can retaliate by sending over your own partner. The partners will meet in the middle and have it out.



Make waves outside of the ring by pressing B and Select at the same time.

SILVER SURFER™

■ **FROM AGENT #170**

Passwords-A-Plenty

Our Agents have uncovered two new Silver Surfer Passwords. On the Title Screen, press Up on the Control Pads of both Controllers. You'll have the option to enter your Password. Enter J8SCL9 to earn to extra chances to continue at the very beginning of the game. This one's a real challenger!

Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips. Our address is:

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733

NINTENDO POWER

DISNEY'S THE LITTLE MERMAID

© The Walt Disney Company

Once upon a time....

Disney produced a movie about a mermaid with a magical voice. Now Ariel is prepared to swim her way into your home in Capcom's new NES game, The Little Mermaid, which contains all of the characters that made the movie so popular. All five stages take place under the sea, where the Sea Witch controls the creatures and the forces of nature.

GAME PAK · DATA BOX

LITTLE MERMAID

1 PLAYER / PASSWORD

MEMORY	1M	
	MMC	--

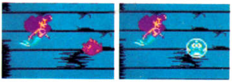
POWER METER	
Graphics & Sound	3.8
Play Control	3.7
Challenge & Lasting Inf.	3.7
Theme & Fun	3.7

FIN FLIPPIN' FUN

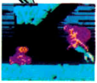
Ariel's fins are fine for finding hidden treasures or fighting off fish and other sea creatures. Her tail's Power and Range build with every pearl she finds, so be sure to look for them in all of the Treasure Chests. When her Power is up, try fin-flipping boulders and barrels to send them crashing into enemies and objects. To swim faster and swish past your enemies, press any direction on the Control Pad and the B Button.

Bubble Trouble

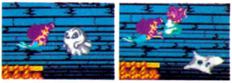
When you swat at enemies, bubbles appear in the wake of Ariel's tail. If the enemies are within range, they will be trapped.



Bubble up! Capture Fish in bubbles by swishing your fins at them when they're near enough.



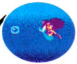
The Crabs advance a few steps then rest. Swat at them when their eyes are wide open.



Some Fish hide under ghost-like sheets. Swat them once to send their sheets flying, then swat again to capture them in the bubbles.

Pearl Power

At first you have to fin-flip foes once to stun them, twice to capture them. The Pearls you find increase either the Power or Range of your swats.



Look for Treasure Chests! One Red Pearl gives you the Power to move Barrels and snare enemies with one swat of the tail instead of two.

Power up with more Pearls. Two Red Pearls give you the strength to push small stones and capture bigger bad guys.

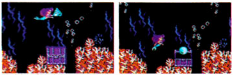
With the Power of three Red Pearls, you'll push the hugest stones and swish away sea monsters with Bubbles that can entrap even the biggest finned fiends.

SEA of CORAL

Under the surface of the sea, things aren't serene. The Fish are mean! If they touch Ariel, they zap her strength. When the hearts in the upper left corner are gone, so is she.

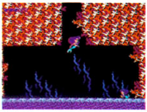
Pearls may be precious, but Shells are very useful. While you carry them, you're protected from Fish attacks. You can also throw them at enemies, into crevices, or use them to open Treasure Chests.

Retrieve Treasures

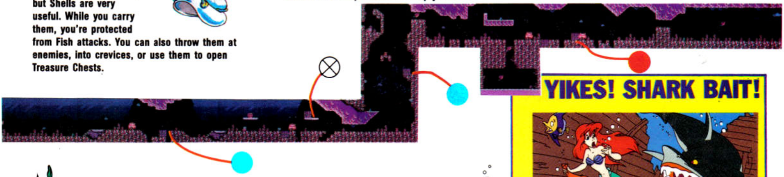


Hold a Shell over a Treasure Chest and press A. The chest will open and reveal its contents. A circled X on maps indicates empty chests.

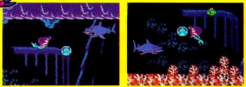
Check the Caves and Crevices



1-Ups are hidden in the undersea world. Check all corners and crevices for miniature mermaids that give Ariel extra lives.



YIKES! SHARK BAIT!

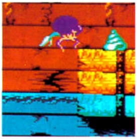


A lone mermaid is no match for a macho mako. Don't waste Bubbles trying to capture him. Instead, throw Fish balls. Four direct hits is all it takes.

SUNKEN SHIP

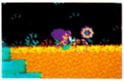
Sunken ships are super spooky! As if ferocious fish weren't bad enough, now you have to face ghost fish, too. The ship also houses pesky hermit crabs and obnoxious octopi that spit Power-sapping ink balls. The creepy, crawly, eerie Eels must be Ursula's work!

A Fish out of Water

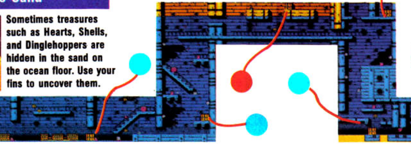


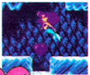
The ship is only partly submerged. Hold Up on the Control Pad and press A to jump up onto ledges and snag the Shells resting there, then hop back into the water.

Scour the Sand



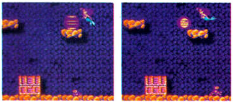
Sometimes treasures such as Hearts, Shells, and Dinglehoppers are hidden in the sand on the ocean floor. Use your fins to uncover them.



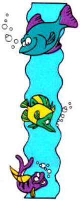


Check as many nooks as you can for Hearts. They refill Ariel's life force and allow her additional hits by mean sea creatures.

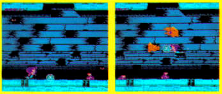
Roll out the Barrels



Barrels are sometimes useful, sometimes not. If you're powerful enough, you can sweep them out of the way with your tail. If you don't have a Shell, roll a Barrel into a Treasure Chest to break it open.



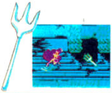
ELECTRIC EELS



Clever Eels lurk in the shadows, ready to strike. Wait until the hermit Crabs are moving towards you with their eyes open, then swat. Grab the captured Crabs and time your toss to hit an emerging Eel.

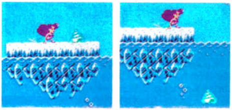
SEA of ICE

Iceberg alert! Ursula has frozen the sea, making it slippery swimming for Ariel. Even the Fish are freeze-dried, but when they thaw, they're as vicious as ever.



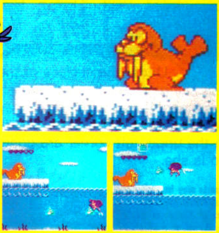
Dinglehoppers are also hidden in crevices. Although you can't use them, they're good for 500 points at the end of the stage.

Slipping and Sliding

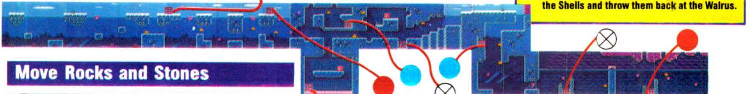


Slide across the ice and dive in as you bump the Shells into the water. If you're not quick, the Shells will sink.

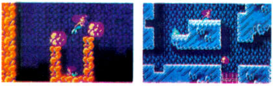
WACKO WALRUS



The Walrus throw frozen Fish and Shells. Catch the Shells and throw them back at the Walrus.



Move Rocks and Stones

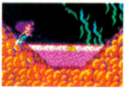


Pushing Rocks and Stones takes Pearl power. It takes two Red Pearls to move Stones, three to push Rocks. Stones can open Treasure Chests and Rocks block access to valuable items, so being able to move them is critical.

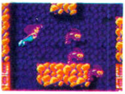
UNDERSEA VOLCANO

Ariel jumps from the freezer into the frying pan, leaving the Sea of Ice and entering the Undersea Volcano. It's hot! The Volcanoes spew fireballs, horrible Halibut hide in the sand, and loony Lobsters stage a backwards attack.

New Finned Fiends

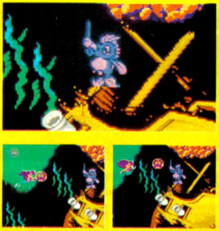


Eyeballs in the sand belong to an attacking Halibut! When you approach, it kicks up sand and flies up. Stay clear!

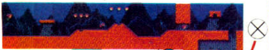


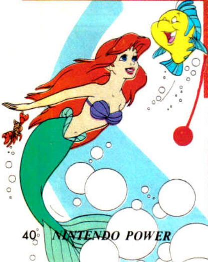
You've never seen Lobsters like these! Just when you think they're leaving, they shoot backwards to attack.

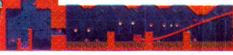
SINK THE SOLDIER FISH

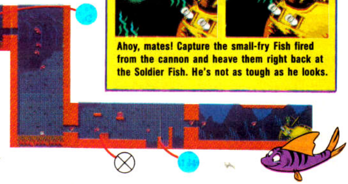


Ahoy, mates! Capture the small-fry Fish fired from the cannon and heave them right back at the Soldier Fish. He's not as tough as he looks.

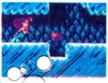








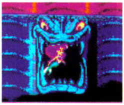
Pipes, or Snarfblat, as Scuttle calls them, are hidden throughout the game. They add up to bonus points at the end of each stage, so collect as many as you can.



URSULA'S CASTLE

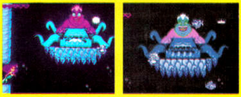
It's easy to get into the maze-like castle; it's getting out that's a problem. Some tunnels are dead ends, others harbor horrible sea creatures, but only one leads to Ursula. Don't take her on until you're ready for a serious fight.

The Eyes Have It

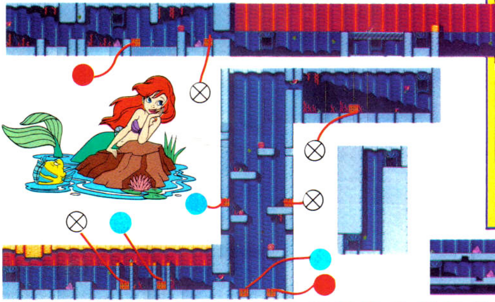


Dragon heads mark the entrances to the different tunnels. To find your way through the maze, enter only the mouths of the Dragons with the flashing eyes.

THE SEA WITCH

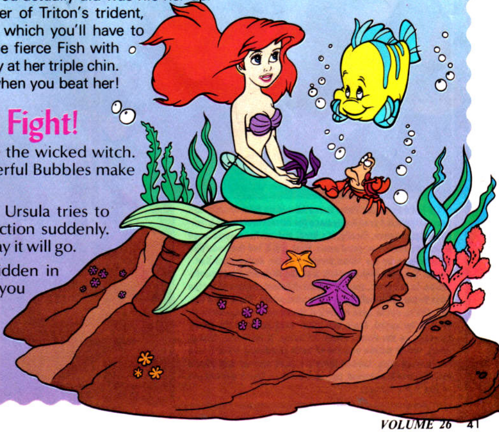


Ursula spits fire that bursts into sea creatures. Catch and toss them back up at her. You've scored a direct hit when her face turns green!



URSULA'S NOT FINISHED YET!

You thought you'd beaten her, but all you actually did was rile her up. Now she's really mad! With the power of Triton's trident, Ursula controls even the sea current, which you'll have to negotiate while you fight her. Tame the fierce Fish with your fin flip and fire the Bubbles directly at her triple chin. She'll light up like a pinball machine when you beat her!



Put Up Your Fins And Fight!

- Be well-prepared before you face the wicked witch. Long-range swats and super-powerful Bubbles make the big battle much easier.
- Look for changes in the current. Ursula tries to confuse you by switching its direction suddenly. Watch the candles to see which way it will go.
- Be strong of heart. Hearts are hidden in Ursula's Castle. Collect as many as you can before entering her lair.
- The Fish you'll fight are nothing new, but watch for them from both directions. Get them before they get you!

Bill & Ted's EXCELLENT VIDEO GAME adventure™

Bill & Ted's Excellent Video Game Adventure from Acclaim has been anticipated practically since the hit movie made its triumphant appearance. Finally, it's here, and we have some good news and some less good news. First, Bill & Ted fans won't be disappointed by the video versions of the dudes from San Dimas. The guys look and talk just like their excellent movie-selves. In the game, you get to pick different responses for the guys to use when talking to other characters. The story's fun, too. You're out to save historical dudes and babes who don't want to be saved. There are some weak spots in the game, however, as the Power Meter indicates. It isn't easy finding items, which means you spend ages wandering around, and that's frustrating. Luckily there's a good manual that should help. Control is awkward, too—also a minus. Check this one out to see if it's for you.

GAME PAK · DATA BOX

BILL & TED'S

Acclaim

MEMORY	1M×1M	
	MMC1	— —

POWER METER	
Graphics & Sound	3.4
Play Control	2.2
Challenge & Excitement	2.9
Theme & Fun	3.6

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BiLL & Ted's EXCELLENT VIDEO GAME adventure™

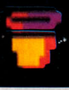
Its Starting Over Dude!

What's going on? Historical dudes and babes have been kidnapped and whisked away to six different historical eras. Now the dudes from San Dimas have got to lure them back, even if they don't want to go.

Check Out The Good Stuff!

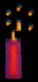
Not everyone is happy to see Bill and Ted. Use the Good Stuff to stay clear of Crazed Jailer Dudes!

Pudding Cups



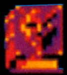
Long ago people didn't have the most excellent snack called Pudding Cups. Throw one and deprived dudes will run to it, leaving you alone.

Fire Crackers



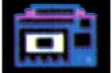
Frighten people who are not being excellent to you by throwing Fire Crackers. They'll never chase you again.

Highly Dangerous Textbook



If the pen is mightier than the sword, then the Highly Dangerous Textbook is mightier than a tank. Use it to make all unfriendly dudes vanish.

Boombox

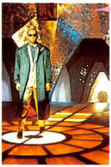


For a most triumphant historical Rock 'n Roll dance party, use the Boombox. But when the tunes are over, the party could get ugly.

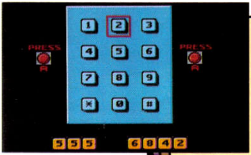
Crazed Jailer Dudes Try To Lock You Up, But If You Have A Key, You'll Get Out Of Jail Free!

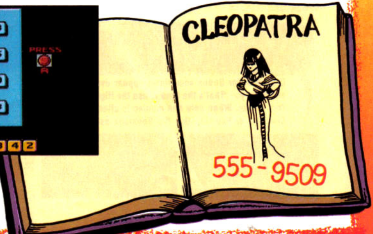
Keys are limited.

Historical Dudes Are Different Every Game!



Dial the changed telephone number to reach a historical world. In the Circuits of Time, use shortcuts to save money, which you'll need later on to keep out of jail.





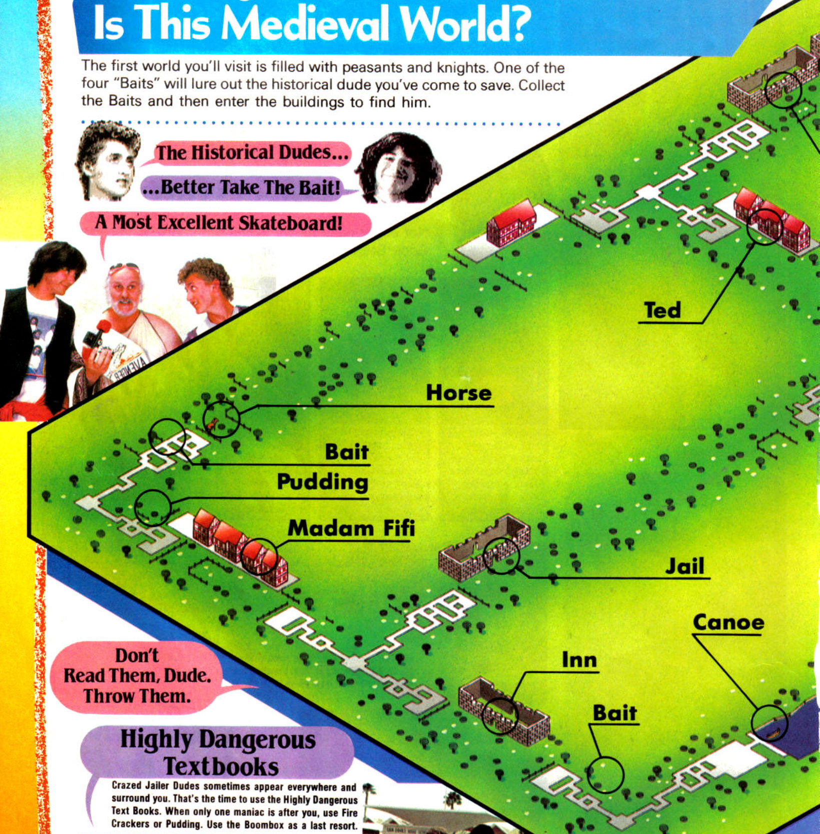
Greetings, Peasant Babes! Is This Medieval World?

The first world you'll visit is filled with peasants and knights. One of the four "Baits" will lure out the historical dude you've come to save. Collect the Baits and then enter the buildings to find him.

The Historical Dudes...

...Better Take The Bait!

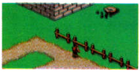
A Most Excellent Skateboard!



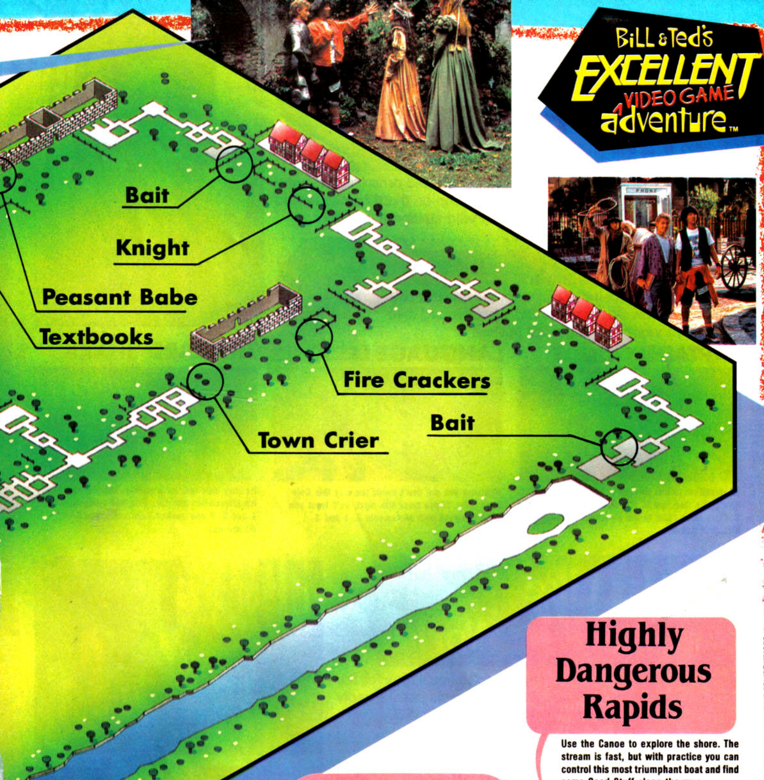
Don't Read Them, Dude. Throw Them.

Highly Dangerous Textbooks

Crazed Jailer Dudes sometimes appear everywhere and surround you. That's the time to use the Highly Dangerous Text Books. When only one maniac is after you, use Fire Crackers or Pudding. Use the Boombox as a last resort.



Bill & Ted's EXCELLENT VIDEO GAME adventure™


Bait
Knight
Peasant Babe
Textbooks
Fire Crackers
Town Crier
Bait

Highly Dangerous Rapids

Use the Canoe to explore the shore. The stream is fast, but with practice you can control this most triumphant boat and find some Good Stuff along the way.

Watch Out For The Rapids, Sir Ted!

A Most Triumphant Trip

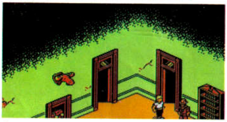
This Must Be The Old West.

The Western World is full of sage and cactus and ornery cusses who are not always excellent to each other. Jump on thorn fences to find many items and Baits and ride a real wild stallion if you dare.

Talk To All The Cow Dudes.

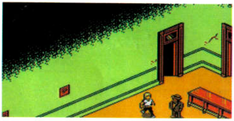
It would be a most heinous crime not to listen to all the exceptional Cow Dudes in the Old West. Record their triumphant words on paper for posterity.

CAPTAINLY DUDE



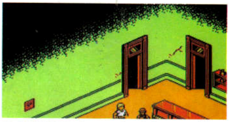
Be excellent to this Cavalry Captain and he'll give you a direction in life. Respond using 2 and 3. Most clues refer to the locations of Baits or historical dudes.

LANGUAGE LESSONS



Whatever you do, don't insult the way this Cow Dude talks. If you treat him right, he'll treat you right. Respond with statements 2, 1 and 3.

THE CARD SHARK



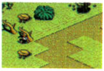
He may take you for a sucker, but you can take his information and run. Respond using answers 1 and 3. If you answer incorrectly, you'll be thrown out.

Looks Like An Ancient World.

Back in the days of gladiators and oracles you'll look for the next historical dude or babe. When the oracle speaks, reply using 1,2 and 1. With the gladiator, try 2,2 and 3.

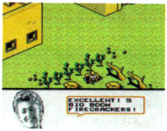
Seek Things On The Inner Roads!

MORE BAIT



Look for Baits in these general areas: south of the Jail, near the SW corner of the map, near the NE corner and on the eastwest crossroad.

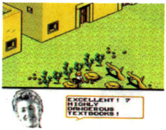
FIRE CRACKERS



EXCELLENT! 5
BIG BOOM
FIRECRACKERS!

You can find these excellent Firecrackers in a number of places. Use them to scare off the Ancients when they get too close.

TEXTBOOKS



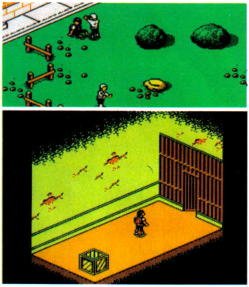
EXCELLENT! 7
HIGHLY
DANGEROUS
TEXTBOOKS!

Just down the chariot-track from the Jail you can find some Highly Dangerous Textbooks. Use them sparingly. They are the Really Good Stuff.

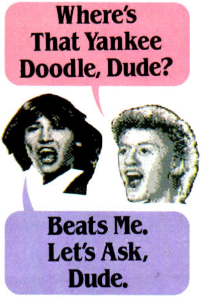
Bill & Ted's EXCELLENT VIDEO GAME adventure™

The U.S. Revolution!

CRAZED JAILER DUDES

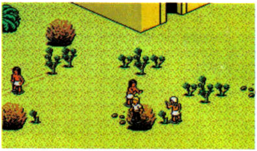


The CJDs can come at you from almost any direction and at any time. Be particularly careful when jumping fences that no CJD is hurrying toward you. If you're out of Good Stuff, save yourself by jumping into a bush.

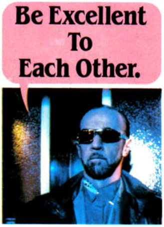

Where's That Yankee Doodle, Dude?
Beats Me. Let's Ask, Dude.

Time To Go Back Home.

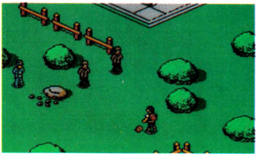
BOOMBOX BUGOUT



Escape from the locals by using the Boombox cassette. But remember, dude, when the music stops, they'll come after you and it won't be for Wyld Stallyn autographs.


Be Excellent To Each Other.

PUDDING PACIFIER



After a cup of Pudding, even Crazed Jailer Dudes calm down. You can even go up and talk to them, and maybe learn where some Good Stuff is, or a historical dude.

Now Wyld Stallyns Can Rock Out In Concert!

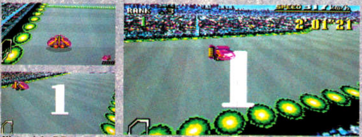
FUTURE GAMING WITH THE SUPER NINTENDO® ENTERTAINMENT SYSTEM

HIGH-TECH GAMES FOR A HIGH-TECH SYSTEM

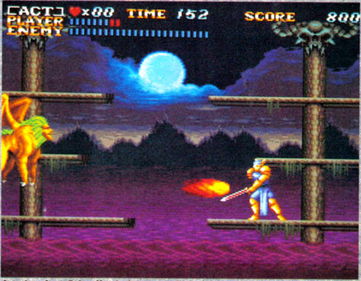
When game designers decide that a game idea will be developed for the Super Nintendo Entertainment System (Super NES), the first thing that they consider is how the new capabilities of the system will work into the design of the game. With the ability to rotate and zoom-in to objects, to manipulate as many as 128 moving characters at once and to present a real-sounding, fully orchestrated soundtrack, the Super NES is more than just a standard NES with better graphics—it's a whole new kind of game system. Here's a closer look at each new feature with examples of how they'll be used in upcoming games.

ROTATION

The Super NES is capable of showing an object and turning it around or even flipping it over as though it existed in the real world. This effect is made possible by a feature that programmers refer to as Mode Seven. One of the programs that most effectively uses Mode Seven Rotation is F-Zero, a futuristic driving game. The effect is nothing short of dramatic when the player-controlled car crashes and the "camera" view moves forward briefly, then rotates 180 degrees to show the burning wreckage. Rotation is also used at the finish line when the "camera" speeds up and turns to show a side view of the track as the player-controlled car races to victory past the competitors.



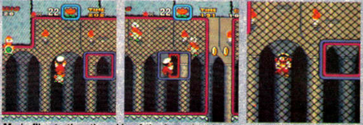
Nintendo's F-Zero uses rotation to realistically simulate driving through a course of twists and turns and to give a different view of the action as seen in this finish line crossing scene.



Actraiser from Enix effectively uses multiple background scrolling, rotation and scaling along with a truly epic soundtrack.

ANIMATION

When foreground objects are manipulated, they are redrawn as many as 60 times per second for smooth animation. While that is no different from the standard NES, the effect is quite dazzling as seen in the high resolution graphics of the new system. The scenes in Super Mario World where Mario grabs onto a fence and flips over to the other side are a good example.



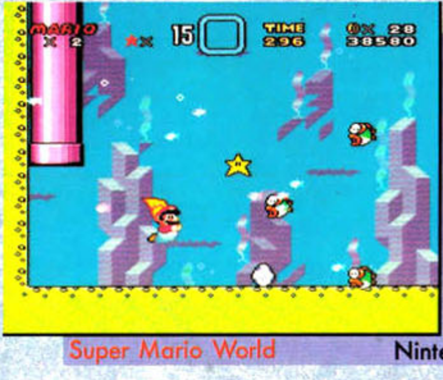
Mario flips to the other side of the fence in this scene from Super Mario World.

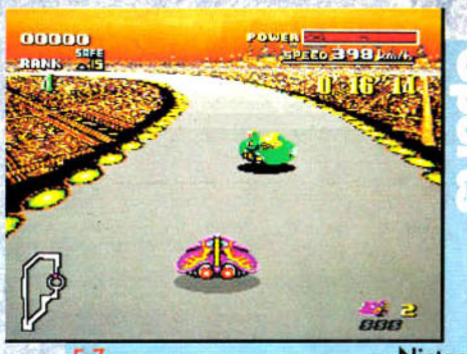
SCALING

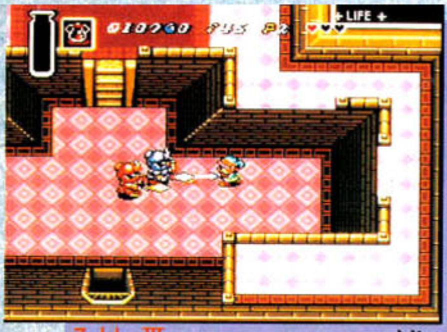
Previously, when programmers wanted to show an object becoming larger and larger as it approached, they had to draw the object at several different sizes and then present the pictures of the object one at a time like the frames in a movie. The effect was rough

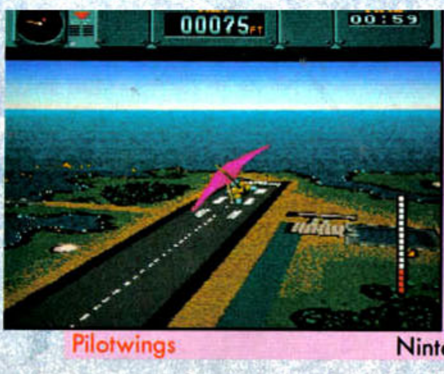
IN THE WORKS FOR THE SUPER NINTENDO® ENTERTAINMENT SYSTEM

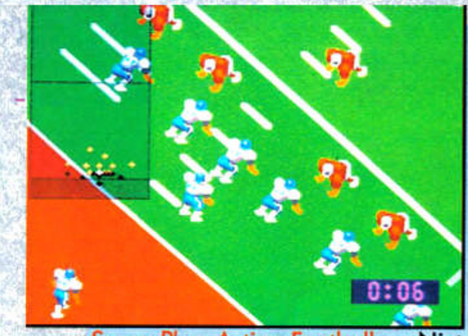
Here are shots of 29 games that may make their way to the Super NES. They range from rumors to sure things. Most of them have either already been released for or are currently being developed for the Japanese Super Famicom System (four Baseball games already). Some of the names will change for the American market. Keep reading Nintendo Power for more details on upcoming Super NES games.

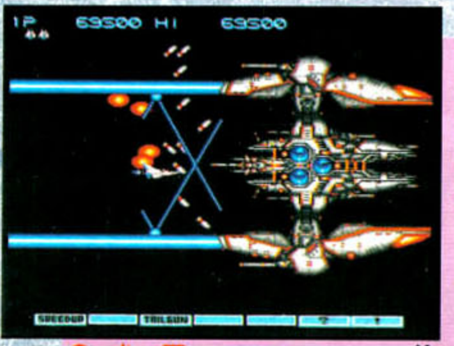

Super Mario World
Nintendo
Adventure

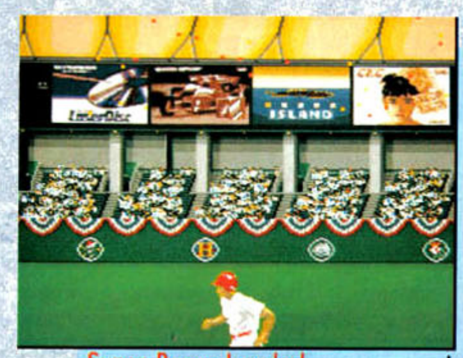

F-Zero
Nintendo
Sports

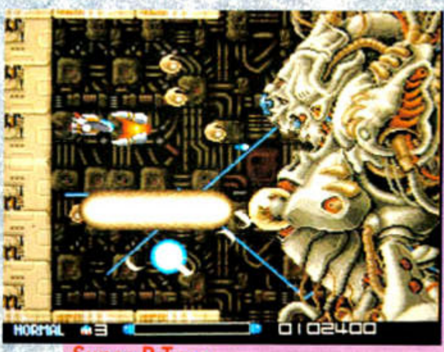

Zelda III
Nintendo
Adventure

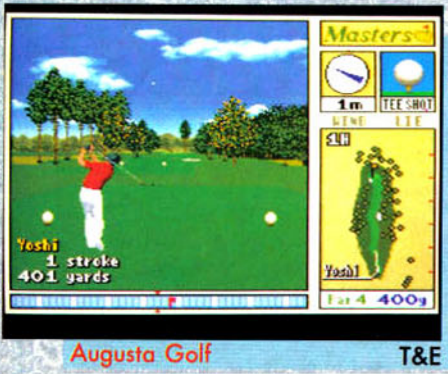

Pilotwings
Nintendo
Action

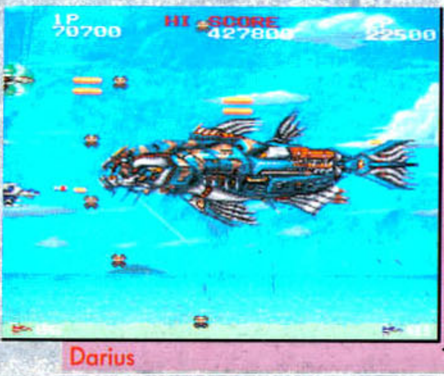

Super Play Action Football
Nintendo
Sports

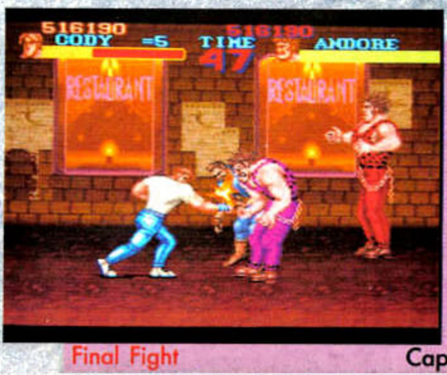

Gradius III
Konami
Action

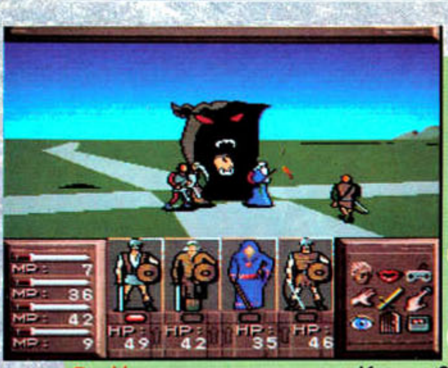

Super Bases Loaded
Jaleco
Sports

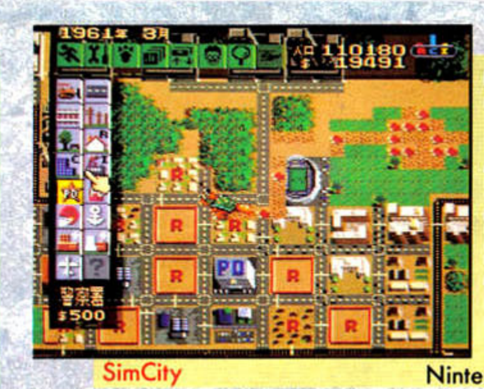

Super R-Type
Irem
Action

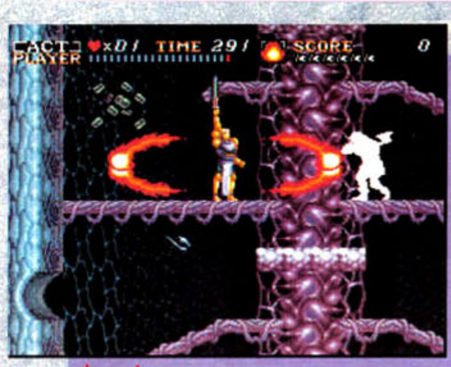

Augusta Golf
T&E Soft
Sports

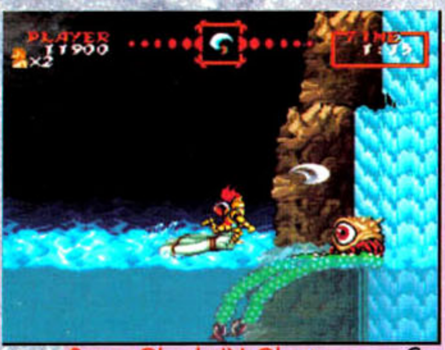

Darius
Taito
Action

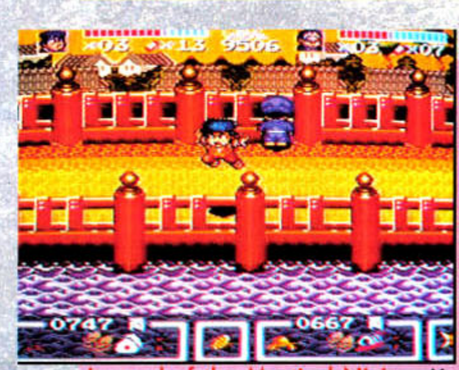

Final Fight
Capcom
Action

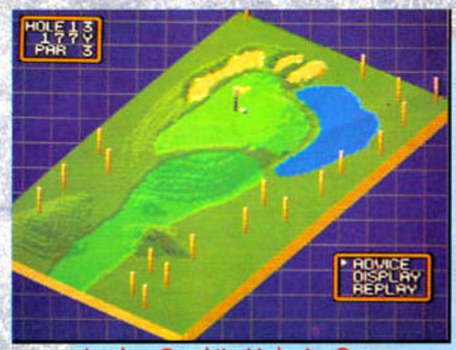

Drakken
Kemco/Seika
RolePlaying

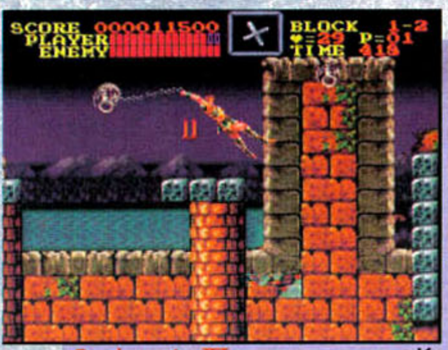

SimCity
Nintendo
Simulation

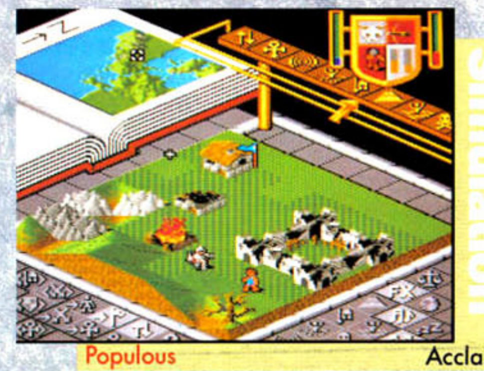

Actraiser
Enix
Adventure

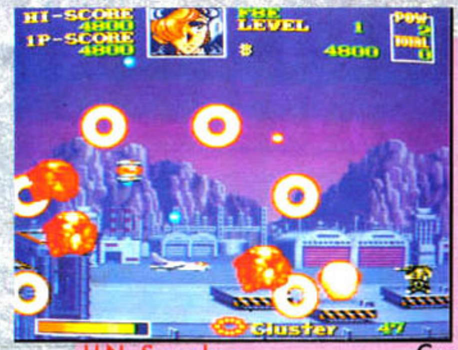

Super Ghouls 'N Ghosts
Capcom
Action

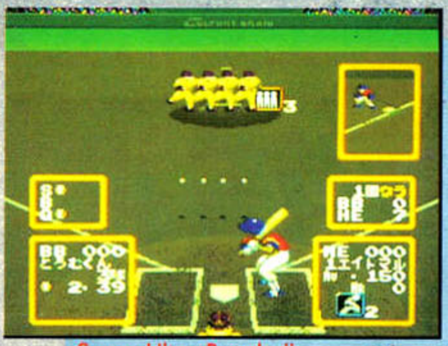

Legend of the Mystical Ninja
Konami
Action

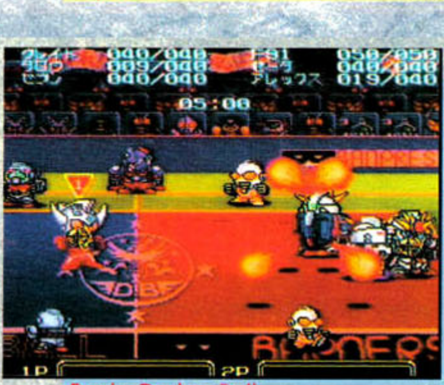

Jumbo Ozaki's Hole In One
Hal
Sports

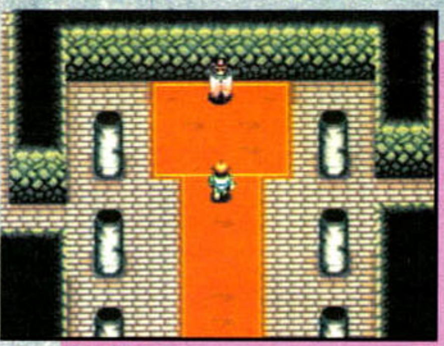

Castlevania IV
Konami
Adventure

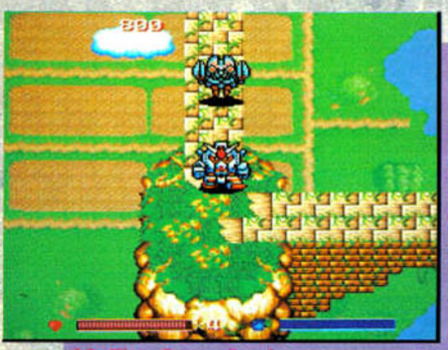

Populous
Acclaim
Simulation

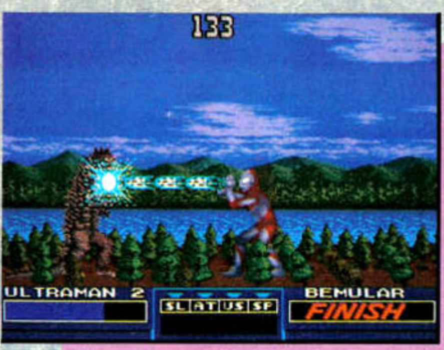

U.N. Squadron
Capcom
Action

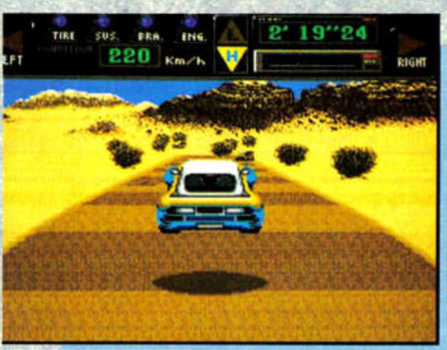

Super Ultra Baseball
Culture Brain
Sports

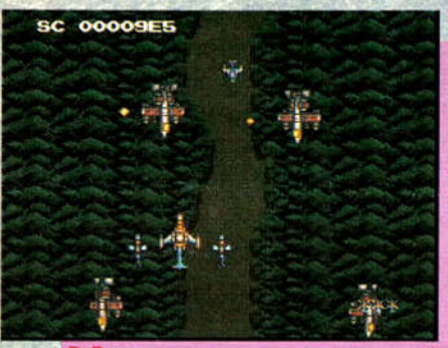

Battle Dodge Ball
Bandai
Sports


Gadulin
Seta
Action


SD The Great Battle
Bandai
Adventure


Ultra Man
Bandai
Action


Big Run
Jaleco
Sports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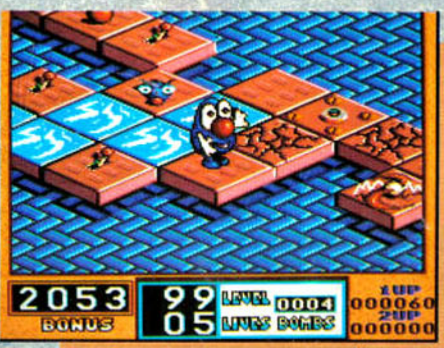
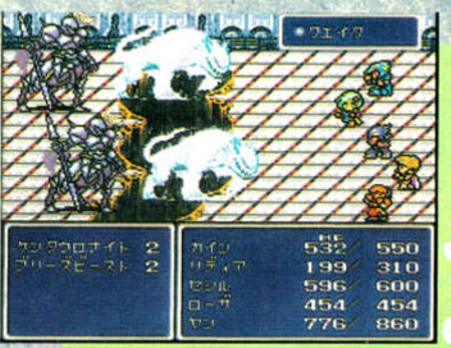
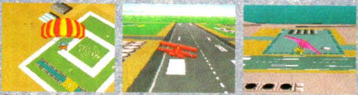
Asmik
Action


Bombuzal
Kemco/Seika
Puzzle


Final Fantasy II
Square
RolePlaying

at best and it used a lot of precious program memory. With Mode Seven Scaling, though, an object is drawn only once and then manipulated by the Super NES to grow or shrink as it moves in relation to the "camera" view. Pilotwings, a flight simulator, uses scaling to show approaching targets. In the parachuting event, for example, the target grows with alarming realism as the player-controlled character plummets.

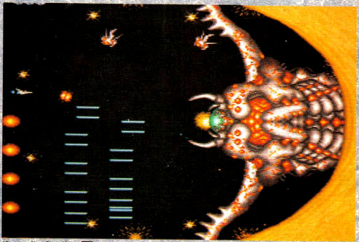


Pilotwings from Nintendo uses scaling to present approaching ground targets in several different kinds of flight simulation.

PGA Golf, a game that will present several different golf courses on the PGA Circuit, will also use scaling. "The whole effect will be very TV like," says Don Traeger of Electronic Arts in describing the smooth movement of the "camera" view. "You can fly right down to the hole and look at all of the sand traps and lakes as you pass by... It really is a spectacular effect."

BIG CHARACTERS AND LOT OF THEM

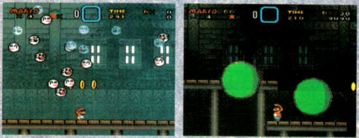
Since the Super NES has a resolution of 512 by 448 pixels and characters can be as large as 128 by 128 pixels, you'll see some pretty impressive enemies in games like Gradius III from Konami and Super R-Type from Irem. The enemies will also be able to come out in force, as 128 moving objects can be manipulated at once. "Having lots of sprites really helps," says Jez Sans, managing director and a programmer at Argonaut in Great Britain. "It allows us to make really big people and robots walk around with no flicker." Sans is working on a number of games that will feature large and numerous moving objects.



Konami's Gradius III makes full use of the ability of the Super NES to present large and detailed moving creatures.

COLOR LAYERING

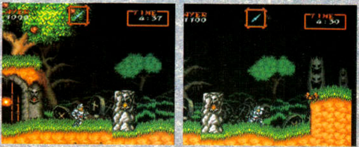
One of the projects that Sans and his fellow game designers at Argonaut are working on is a comic space adventure tentatively titled Demolition. While Sans is wary not to over use some Super NES effects that will be frequently featured in other games, Demolition will employ Color Layering, an effect that allows transparent objects to overlap solid objects. "No machine has had transparency before," Sans explained. Using this effect, the character in the game can walk behind an object and the player will still be able to see what the character is doing. Demolition will also employ a mosaic effect that works for smooth transitions between scenes.



These scenes from Super Mario World show transparent objects through the color layering effect that will also be used in Demolition.

MULTIPLE SCROLLING BACKGROUNDS

To create a feeling of depth in side view action scenes, the Super NES allows for three backgrounds to scroll independently. This allows for the effect that you experience in real life when you're riding in a car and mountains in the distance pass by slowly, while objects on the side of the road pass by quickly.



Note that the objects in the distance have moved only slightly in these two photos, while objects in the foreground have moved the length of the screen.

SOUND

One of the abilities that can be acquired in Actraiser from Enix is called "The Gift of Music." It's an appropriate phrase because the Super NES really does have a gift for presenting music and sound effects that sound as real as anything that you can hear on television. When the soundtrack is combined with the clarity and colors of the graphics and all of the great Super NES features, the effect is so stunning that it's like you are controlling the events in an interative movie!

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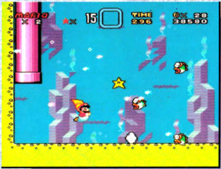
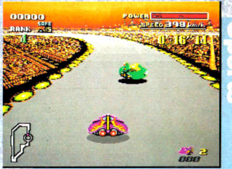
Adventure

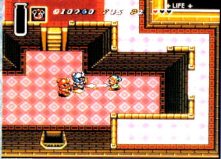

MARIO
× 2
15
TIME
296
28
38580

Super Mario World Nintendo

Sports

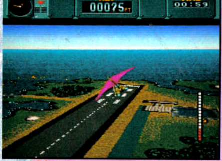

00000
POWER
RANK
SAFE
15
SPEED 398 km/h
0'16"11
2

F-Zero Nintendo



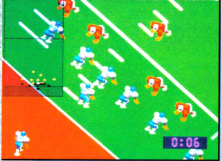
Adventure

Zelda III Nintendo



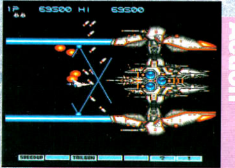
Action

Pilotwings Nintendo



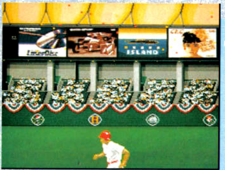
Sports

Super Play Action Football Nintendo


1P 69500 HI 69500
SPEEDUP
TAILGUN

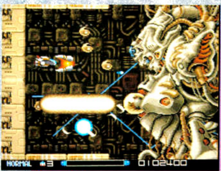
Action

Gradius III Konami



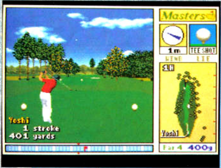
Sports

Super Bases Loaded Jaleco


NORMAL
3
0102400

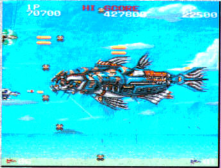
Action

Super R-Type Irem


Masters
1m
TEE SHOT
Yoshi
1 stroke
401 yards
Par 4 400y

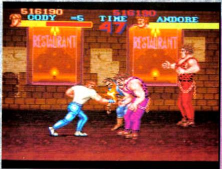
Sports

Augusta Golf T&E Soft


1P
70700
HI SCORE
427800
22500

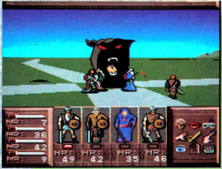
Action

Darius Taito


516190
CODY
=5
TIME
47
516190
ANDORE
RESTAURANT
RESTAURANT

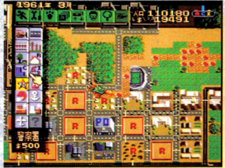
Action

Final Fight Capcom



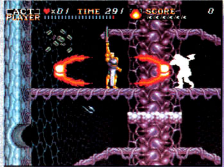
RolePlaying

Drakken Kemco/Seika



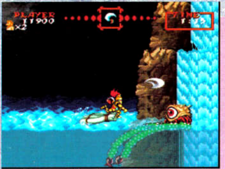
Simulation

SimCity Nintendo



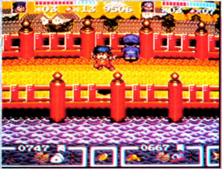
Adventure

Actraiser Enix


PLAYER
11900
TIME

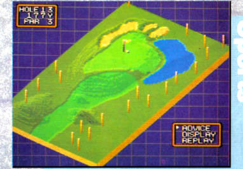
Action

Super Ghouls 'N Ghosts Capcom



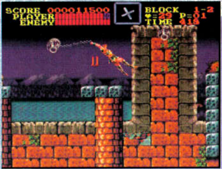
Action

Legend of the Mystical Ninja Konami


HOLE 13
177Y
PAR 3
ADVICE
DISPLAY
REPLAY

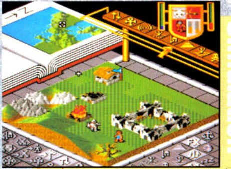
Sports

Jumbo Ozaki's Hole In One Hal


SCORE 000011500
PLAYER
ENEMY
BLOCK 1-2
P-01
TIME 418

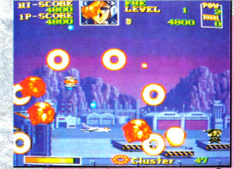
Adventure

Castlevania IV Konami



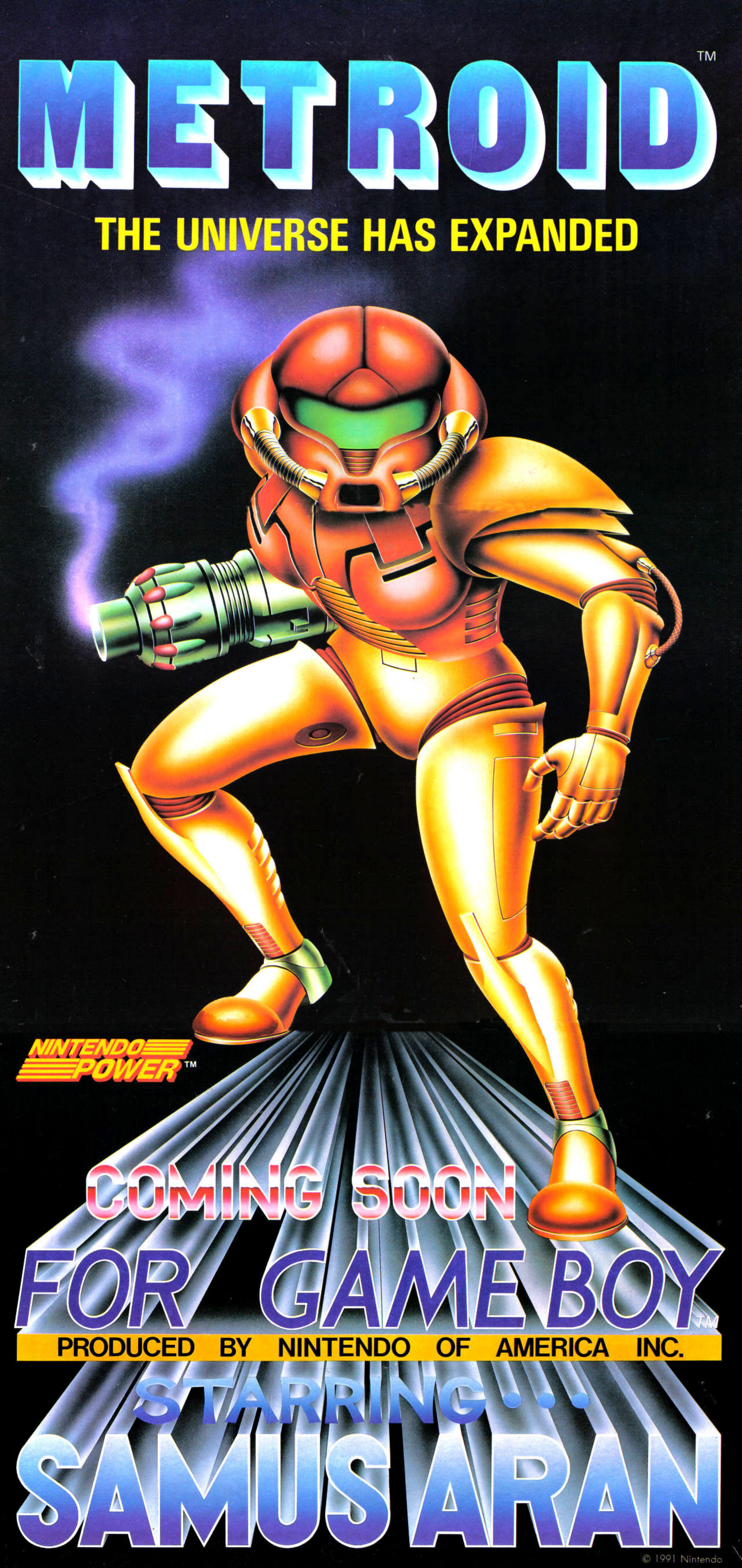
Simulation

Populous Acclaim

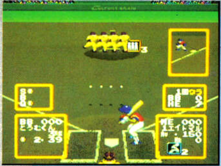

HI-SCORE 4800
1P-SCORE 4800
LEVEL 1
4800
Cluster

Action

U.N. Squadron Capcom


METROID™
THE UNIVERSE HAS EXPANDED
NINTENDO POWER™
COMING SOON
FOR GAME BOY™
PRODUCED BY NINTENDO OF AMERICA INC.
STARRING...
SAMUS ARAN

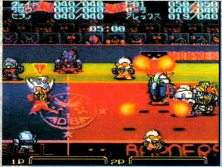
© 1991 Nintendo



Sports

Super Ultra Baseball

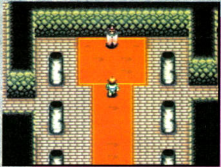
Culture Brain



Sports

Battle Dodge Ball

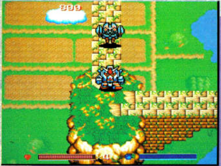
Bandai



Action

Gadulin

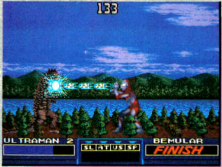
Seta



Adventure

SD The Great Battle

Bandai


133
ULTRAMAN 2
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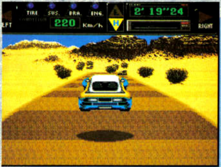
Action

Ultra Man

Bandai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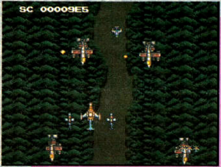
Sports

Big Run

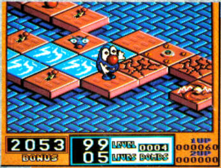
Jaleco



Action

D-Force

Asmik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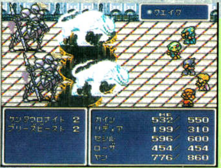
BONUS
99
05
LEVEL 0004
LIVES BOMBS
1UP 000060
2UP 000000

Puzzle

Bombuzal

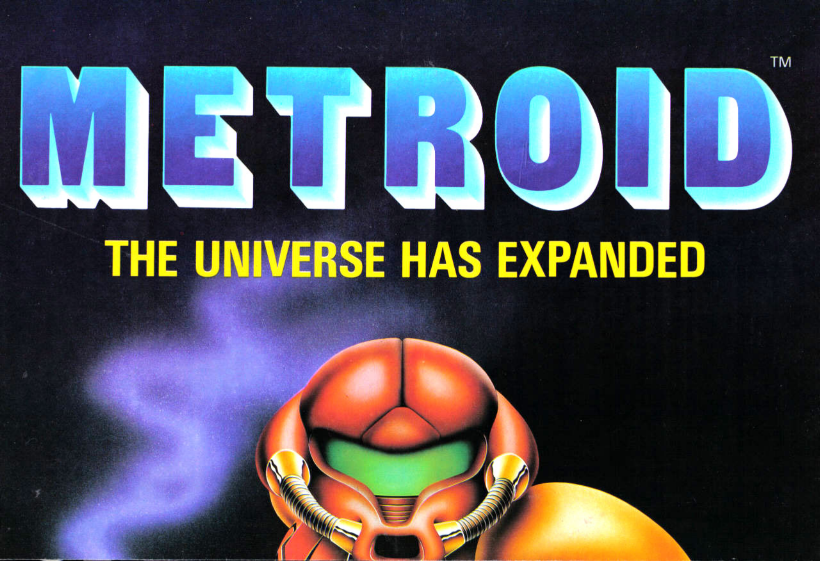
Kemco/Seika

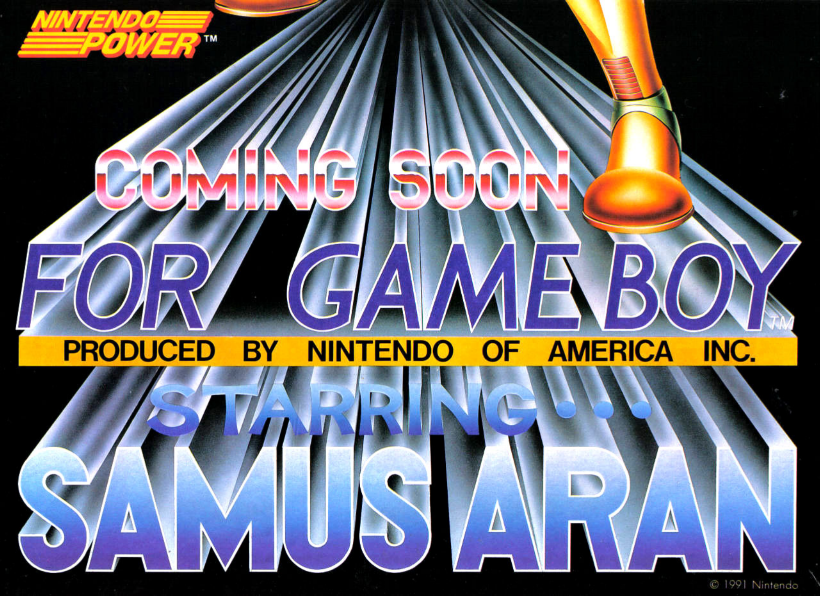

ケンタウロナイト 2
ブリーズビースト 2
カイン 532/ 550
リディア 199/ 310
セシル 596/ 600
ローザ 454/ 454
ヤン 776/ 860

RolePlaying

Final Fantasy II

Square


METROID™
THE UNIVERSE HAS EXPANDED


NINTENDO POWER™
COMING SOON
FOR GAME BOY™
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STARRING...
SAMUS ARAN

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SPECIAL FEATURE

GAME BOY™

We're serving up a big menu of Game Boy reviews this issue.

DICK TRACY
NAVY SEALS
WHO FRAMED ROGER RABBIT
BLADES OF STEEL
ALTERED SPACE
SNEAKY SNAKES
INFO-GENIUS

Who framed ROGER RABBIT™

Capcom's Who Framed Roger Rabbit for Game Boy plunges you headlong into the weird and wild world of 'toons. The entire cast from Disney's blockbuster is included: Roger and Jessica Rabbit, Eddie Valiant, Judge Doom, Baby Herman and the wicked Weasels. This time Jessica has been bunnynapped and Roger is, understandably, a nervous wrrrrreck. A Password lets you return to Toontown anytime; and who could resist that?

N N N NOW I'm really MMMad!

My Jjjjessica's been kid-jacked, hi-napped, imppppprisoned and I don't know what else! I'm not going to take it anymore. Judge Doom, I want Yyyou!

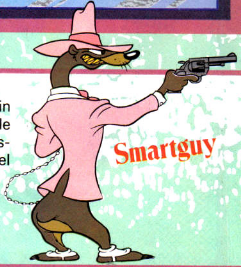
Need Directions To The Ink & Paint Club?

If you're new to Toontown you might want to look below for help.

Leave the Studio, walk one block east to the alley. Head south to the intersection, then walk east until you reach the alley beyond Valiant's office. Go up the alley. Some people in front of the Ink & Paint Club tell you to see Delores. Go back down the alley, turn west and take the first street heading south. Delores is in the first building to the left. She'll tell you how to get the password. Get it and return to the Ink & Paint Club.

The Weasels

These are the worst weasels in town, and you'll have to handle them all if you want to get Jessica back. Nope, you can't weasel out of this one.



© The Walt Disney Company and Amblin Entertainment, Inc.

Where Do You Go When The Trail's Cold?

1 It's time to check in with ace detective Eddie Valiant. He talks tough, but he's soft on 'toons.

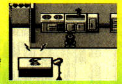
2 Try going back to buildings that used to be locked. Someone might have opened up for business by now.

I hope Roger hurries.

I may only be a drawing, but these shoes are killing me and that's nothing compared to what Judge Doom does with 'toons.

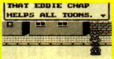
Save Toontown...

When In Toontown...



Sometimes you've got to think like a 'toon to get anywhere in this town. If you find a strange item, chances are it has a strange purpose.

The Talk Of The 'Toons



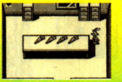
THAT EDDIE CHAP
HELPS ALL TOONS.

Yeah, so 'toons tend to talk your ear off. Listen anyway. You can always get someone to sketch in a new ear later, and you might learn something.

Run, Roger, Run

Don't forget you're only a five pound, wimpy rabbit and your enemies are about as friendly as weasels. In fact, they are weasels, so sprint!

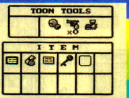
The All Carrot Diet

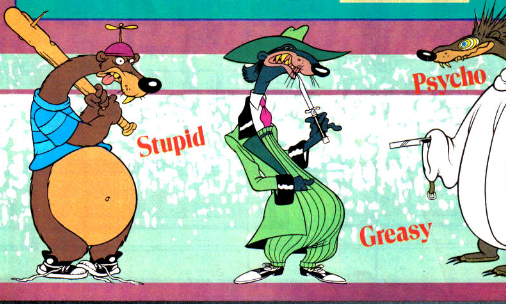


Feeling a bit empty? Losing heart? Getting a bit low on energy and life? Try the new miracle food—carrots! Valiant has a gardenful on the ground floor.

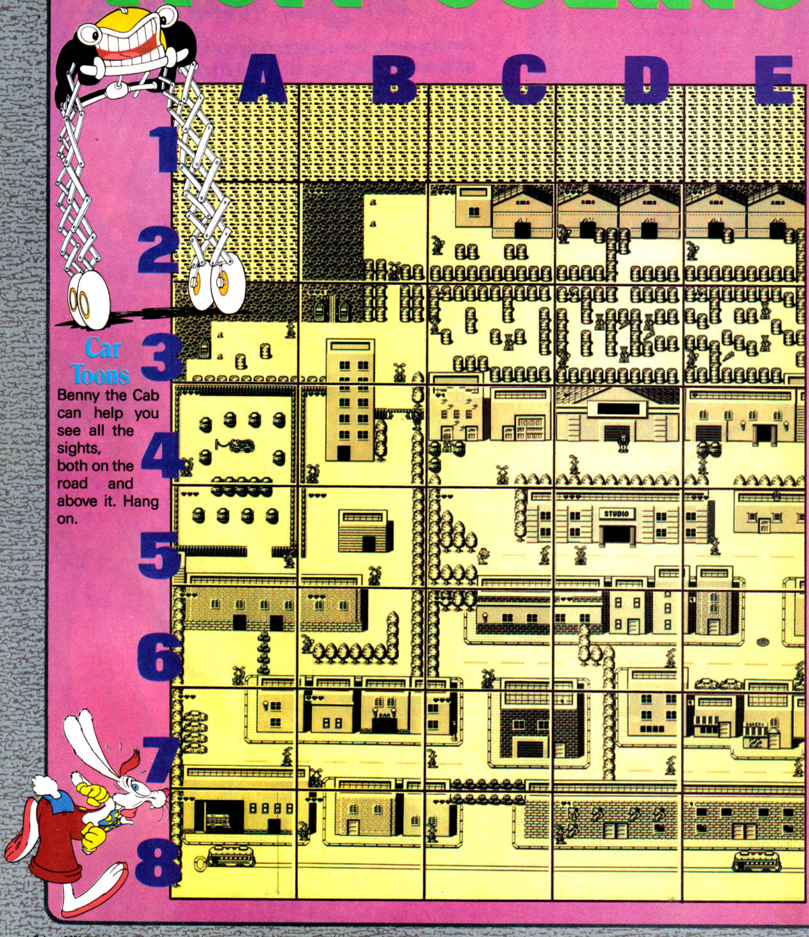
Use Extreme Caution

What does a normal 'toon do when he sees something lying around? Yep, he picks it up immediately, sniffs it, peers at the burning fuse and pops it in his pocket. Life is a thrill a second in Toontown, so do as the 'toons do.





VISIT SCENIC


A
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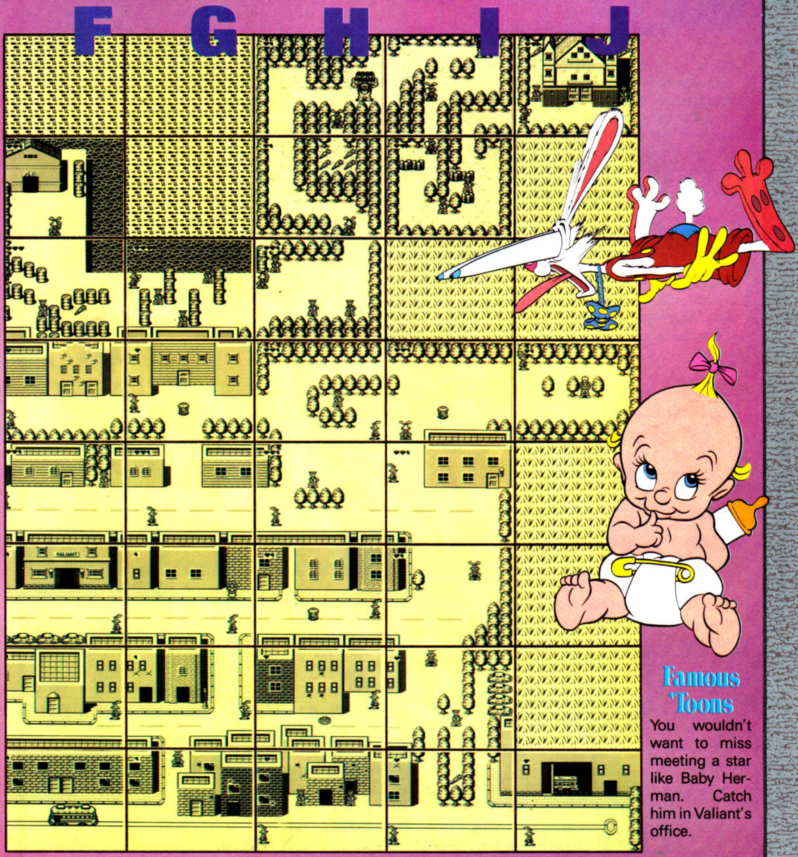
STUDIO

Car Toons

Benny the Cab can help you see all the sights, both on the road and above it. Hang on.

TOONTOWN



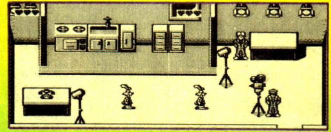
Famous 'Toons

You wouldn't want to miss meeting a star like Baby Herman. Catch him in Valiant's office.

Don't Miss These Points Of Interest

D5 R.K. Maroon Studios

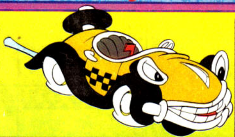
When you visit R.K. Maroon Studios, be sure to chat with the filmmakers, who seem to know something about everything that happens in this town. Don't be shy; just step right up and listen closely. Your tour wouldn't be complete unless you got a call on the phone, either. When it rings, pick it up. It could be a star or an out-of-work agent. Who knows? Remember to stop by if you have nothing else to do.

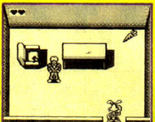


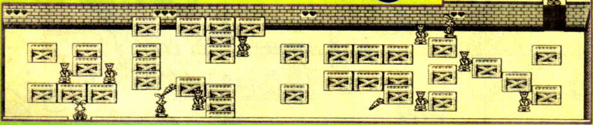
It all started here, at the Studio. Under the bright lights and erasers, Toontown grew from an idea and a smudge of ink to the city of today.

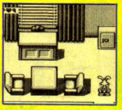
D4/E4 The Factory

The Factory north of the Studio is a bustling, industrial complex. At times it is closed to tours due to unforeseen explosions.





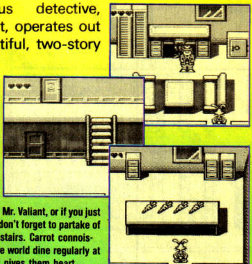




You'll definitely want to stop and see Marvin in the head office, which can be reached through a private entrance.

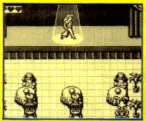
F6 Valiant & Valiant

The famous detective, Eddie Valiant, operates out of this beautiful, two-story building.

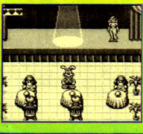


If you have a case for Mr. Valiant, or if you just stop by to say hello, don't forget to partake of the free buffet downstairs. Carrot connoisseurs from around the world dine regularly at Valiant's. They say it gives them heart.

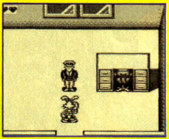
? Ink & Paint Club



Drop in for the floor show at the best underground nightclub in town. This club isn't for everyone, though. The word on the streets is that you have to use a password just to get inside where Jessica Rabbit thrills the toonful crowd. Talk about your exclusive engagements.



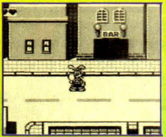
A8/J8 Red Line Streetcar

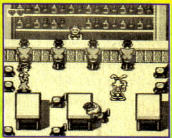


It's not safe to walk in some parts of town. Luckily there's the Red Line, which takes you in safety and comfort.

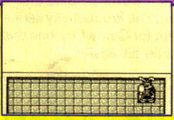
B7 Old Time Bar

Come on in and meet the colorful regulars at the Old Time Bar. They'll be happy to talk to almost anyone, as long as they're not greasy that is. These locals know all the best places in town for fun and games.



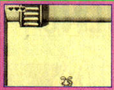


B4 Toon Tower

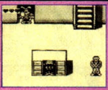


No trip to Toontown would be complete without a visit to the tallest building this side of Hollywood. Located in the fashionable west end, Toon Tower has six floors of incredible bargains—all you have to do is find them. And you won't want to miss the spectacular view from the roof where you can see the two favorite 'toon pastimes, balloon riding and balloon popping.

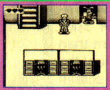
1st Floor



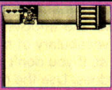
2nd Floor



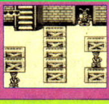
3rd Floor



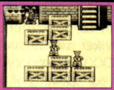
4th Floor



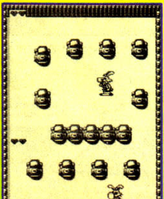
5th Floor



6th Floor



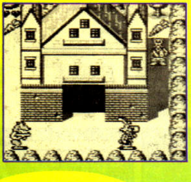
A4/A5 Doom Auto Rental

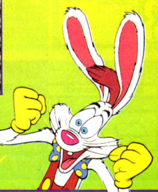


Doom Auto Rental wants to make a deal with you. They'll stand on their heads, they'll stand on your head. You just can't say no. How about an ex-taxi named Benny with spring-loaded axles? How about a kick in the pants? Doom Auto Rental has got your number.

J1 Judge Doom's Mansion

The Judge's Mansion is open by invitation only. The ferocious, heavily armed guards outside are merely a formality.

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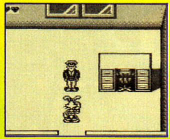

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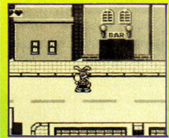

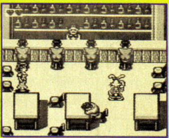

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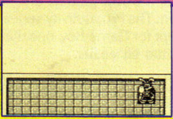

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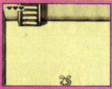
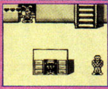
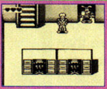


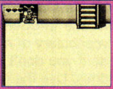
2nd Floor



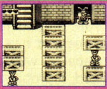
3rd Floor



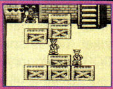
4th Floor



5th Floor



6th Floor



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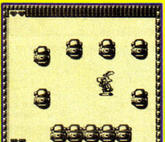

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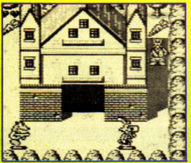

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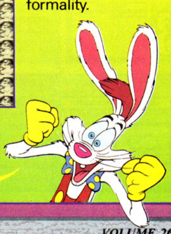
So you'll help me? Great! I knew you wouldn't let me down!!!

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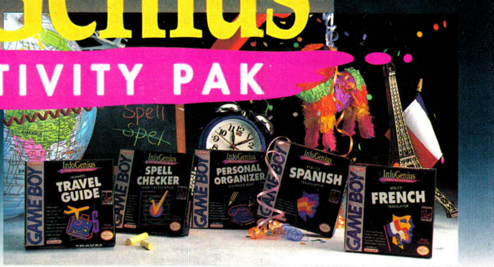
PRODUCTIVITY PAK


Spell
Spel
InfoGenius
TRAVEL GUIDE
SPELL CHECKER
PERSONAL ORGANIZER
SPANISH
FRENCH
GAME BOY

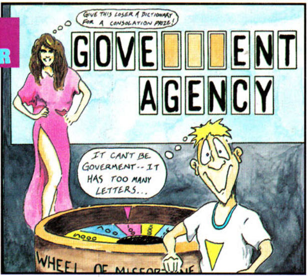
Game Boy isn't just for playing games anymore! GameTek's new Productivity Paks are the first to tap Game Boy's powerful microprocessing capabilities for more practical purposes.

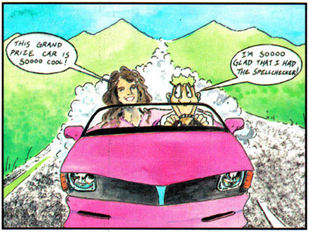
InfoGenius Productivity Paks, introduced by GameTek's Informational Software Division, promise to change the way you think about Game Boy. Designed as information resources, the five Game Paks now available will help you organize your time, plan for travel, check your spelling, and even learn foreign languages. GameTek went to top sources for the information used in the series. References include The American Heritage Dictionary, Frommer's travel guides, and the Berlitz language program. The Productivity series is a completely new concept for Game Boy, one that's certain to make life a little bit easier.

SPELL CHECKER
GAME BOY

SPELL CHECKER
AND CALCULATOR

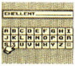
Calender or calendar? Accomodate or accommodate? Government or goverment? Fast and portable, the InfoGenius Spell Checker makes spelling easy. It has a vocabulary of more than 60,000 commonly misspelled words, so if you don't know the correct spelling of a word, it probably does. Use the on-screen keypad to type in the word, then press Start. The InfoGenius Spell Checker will search its dictionary for the correct spelling, which it displays with other words that have similar sounds.


GIVE THIS LOSER A DICTIONARY FOR A CONSOLATION PRIZE!
GOVE ENT
AGENCY
IT CAN'T BE GOVERMENT-- IT HAS TOO MANY LETTERS...
WHEEL OF MISFORTUNE


THIS GRAND PRIZE CAR IS SOOOO COOL!
I'M SOOOO GLAD THAT I HAD THE SPELLCHECKER!

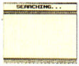
HOW IT WORKS:

1


EXELLENT
A B C D E F G H I
J K L M N O P Q R
S T U V W X Y Z

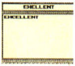
Move the hand icon to a letter and press A to select it.

2



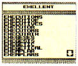
Press Start to begin Word Search.

3

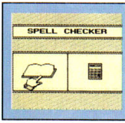

EXELLENT
EXCELLENT

The correct spelling is displayed.

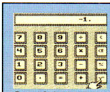
4


EXELLENT
EXECUTIONS
EXEMPLARS

Scroll through a list of similar words.


SPELL CHECKER

The InfoGenius Spell Checker and Calculator program combines two frequently used resources in one handy Game Pak.


-1.
7 8 9 ÷
4 5 6 ×
1 2 3 −
0 . = +

Press A to enter a number, B to clear an entry, and Start to clear the last function.

Press Select to return to the main screen.

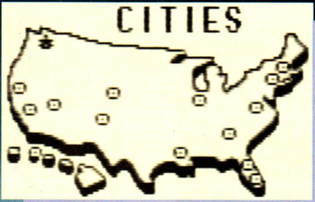
InfoGenius™
PRODUCTIVITY PAK

GAME BOY
TRAVEL GUIDE

FROMMER'S TRAVEL GUIDE

TM © 1991
Simon & Schuster Inc.

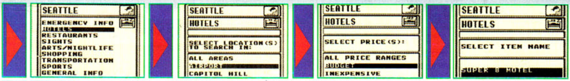
The Travel Guide provides fast access to information about the United States' 15 most frequently visited cities. Users select from categories such as restaurants and nightlife, and entries in each category include addresses, phone numbers and other details. Restaurant entries, for example, describe their atmospheres, the types of food they serve, reservation procedures, and even the kinds of credit cards they accept. Below we've displayed some of what Seattle has to offer.



Atlanta
Boston
Chicago
Denver
Honolulu
Las Vegas
Los Angeles
Miami
New Orleans
New York
San Francisco
Sante Fe
Seattle
Washington D.C.

SEATTLE HIGHLIGHTS

HOTELS



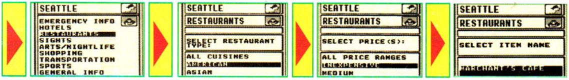
```
SEATTLE
EMERGENCY INFO
HOTELS
RESTAURANTS
SIGHTS
ARTS/NIGHTLIFE
SHOPPING
TRANSPORTATION
SPORTS
GENERAL INFO
```

```
SEATTLE
HOTELS
SELECT LOCATION(S)
TO SEARCH IN:
ALL AREAS
AIRPORT
CAPITOL HILL
```

```
SEATTLE
HOTELS
SELECT PRICE(S):
ALL PRICE RANGES
BUDGET
INEXPENSIVE
```

```
SEATTLE
HOTELS
SELECT ITEM NAME
SUPER 8 HOTEL
```

RESTAURANTS



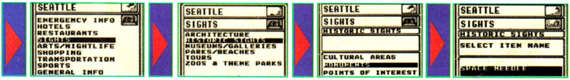
```
SEATTLE
EMERGENCY INFO
HOTELS
RESTAURANTS
SIGHTS
ARTS/NIGHTLIFE
SHOPPING
TRANSPORTATION
SPORTS
GENERAL INFO
```

```
SEATTLE
RESTAURANTS
SELECT RESTAURANT
TYPE:
ALL CUISINES
AMERICAN
ASIAN
```

```
SEATTLE
RESTAURANTS
SELECT PRICE(S):
ALL PRICE RANGES
INEXPENSIVE
MEDIUM
```

```
SEATTLE
RESTAURANTS
SELECT ITEM NAME
MARCHANT'S CAFE
```

SIGHTS



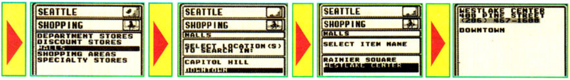
```
SEATTLE
EMERGENCY INFO
HOTELS
RESTAURANTS
SIGHTS
ARTS/NIGHTLIFE
SHOPPING
TRANSPORTATION
SPORTS
GENERAL INFO
```

```
SEATTLE
SIGHTS
ARCHITECTURE
HISTORIC SIGHTS
MUSEUMS/GALLERIES
PARKS/BEACHES
TOURS
ZOOS & THEME PARKS
```

```
SEATTLE
SIGHTS
HISTORIC SIGHTS
CULTURAL AREAS
MONUMENTS
POINTS OF INTEREST
```

```
SEATTLE
SIGHTS
HISTORIC SIGHTS
SELECT ITEM NAME
SPACE NEEDLE
```

SHOPPING

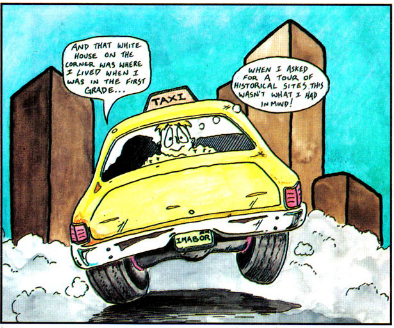


```
SEATTLE
SHOPPING
DEPARTMENT STORES
DISCOUNT STORES
MALLS
SHOPPING AREAS
SPECIALTY STORES
```

```
SEATTLE
SHOPPING
MALLS
SELECT LOCATION(S)
TO SEARCH IN:
CAPITOL HILL
DOWNTOWN
```

```
SEATTLE
SHOPPING
MALLS
SELECT ITEM NAME
RAINIER SQUARE
WESTLAKE CENTER
```

```
WESTLAKE CENTER
400 PINE STREET
(206) 467-1600
DOWNTOWN
```


AND THAT WHITE HOUSE ON THE CORNER WAS WHERE I LIVED WHEN I WAS IN THE FIRST GRADE...
WHEN I ASKED FOR A TOUR OF HISTORICAL SITES THIS WASN'T WHAT I HAD IN MIND!
TAXI
IMABOR

WHAT AN AWSOME TOUR! OOPS, I'D BETTER HURRY! I DON'T WANT TO BE LATE FOR THE KNICKS' GAME
I ♥ N.Y.

InfoGenius™
PRODUCTIVITY PAK

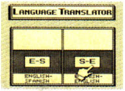
GAME BOY
BERLITZ
SPANISH
TRANSLATOR

LANGUAGE TRANSLATOR

© 1989 by Berlitz Publications TM

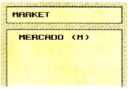
SPANISH ESPAÑOL
ENGLISH INGLÉS

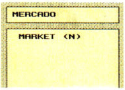
If you're going to a Spanish-speaking country and your Spanish is limited to words like taco, tamale and tortilla, the Language Translator is the perfect traveling companion. It quickly converts metric measurements and currency amounts, and it knows the common words and phrases that you'll encounter daily. It's one friend that you really can take along in your suitcase!


LANGUAGE TRANSLATOR
E-S
S-E

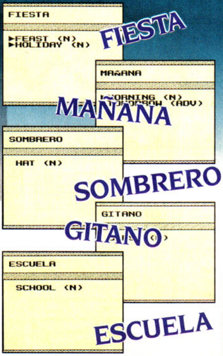
First, decide whether you want to translate from English to Spanish or Spanish to English and make your selection. Both modes will come in handy.

When you know the English word but not the Spanish, select the English to Spanish mode and use the keyboard to type the word. The Spanish translation will be displayed.


MARKET
MERCADO (M)


MERCADO
MARKET (N)

When you encounter Spanish words that are unfamiliar, use the Spanish to English mode to find their meanings. Type "mercado" then wait for its translation, "market," to appear.


FIESTA
▶FEAST (N)
▶HOLIDAY (N)

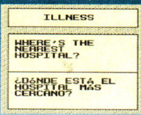
MAÑANA
ORNING (N)
(ADV)

SOMBRERO
HAT (N)

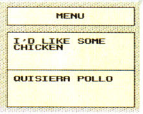
GITANO

ESCUELA
SCHOOL (N)

When you're traveling, it's helpful to know phrases for emergency situations. The Infogenius has such handy phrases as "Where is the nearest hospital?", "Where is the nearest doctor?", and "Where is the nearest delicatessen?"


ILLNESS
WHERE'S THE NEAREST HOSPITAL?
¿DóNDE ESTá EL HOSPITAL MáS CERCANO?

Dining out in a new country is always interesting. The Infogenius can help make it easier by offering a selection of phrases for ordering food and beverages. Knowing these phrases will take the mystery out of menus printed in Spanish!

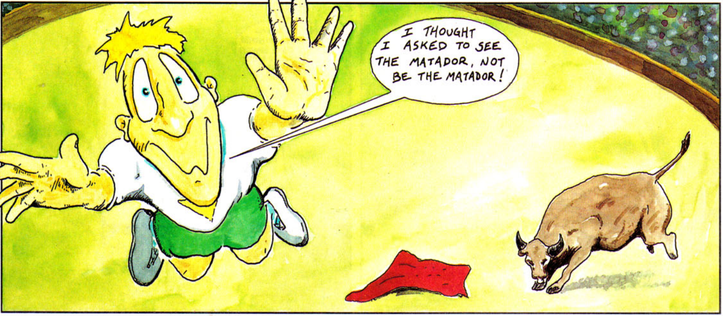

MENU
I'D LIKE SOME CHICKEN
QUISIERA POLLO

PAK FACTS

- –NUMBERS
- –CONVERSIONS

OTHER PHRASE CATEGORIES:

- –BASICS
- –TRANSPORTATION
- –RELAXING
- –SHOPPING
- –ACCOMMODATIONS


I THOUGHT I ASKED TO SEE THE MATADOR, NOT BE THE MATADOR!

InfoGenius PRODUCTIVITY PAK

GAME BOY
BERLITZ
FRENCH
TRANSLATOR

LANGUAGE TRANSLATOR

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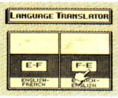
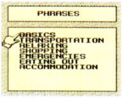
FRENCH FRANÇAIS
ENGLISH ANGLAIS

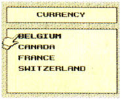
Parlez-vous Franais? (Do you speak French?) If not, take Game Boy and the InfoGenius French-English Language Translator with you when you travel. It's always challenging to try to communicate in a country's native language, but the InfoGenius Language Translators make it fun and easy.

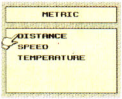
The French-English Language Translator has the same features that make the Spanish-English Translator so helpful. It includes many of the same basic phrases, ranging from common greetings to phrases for handling emergencies, going shopping, and arranging accommodations and transportation.

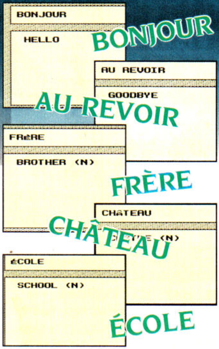

LANGUAGE TRANSLATOR
E-F
F-E
ENGLISH-FRENCH
CH-ENGLISH


PHRASES
BASICS
TRANSPORTATION
RELAXING
SHOPPING
EMERGENCIES
EATING OUT
ACCOMMODATION

The Conversion option is one of the Language Translator's most useful features. With it, you can convert currency and metric measurements.


CURRENCY
BELGIUM
CANADA
FRANCE
SWITZERLAND

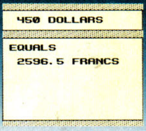

METRIC
DISTANCE
SPEED
TEMPERATURE


BONJOUR
HELLO
AU REVOIR
GOODBYE
FRèRE
BROTHER (N)
CHâTEAU
E (N)
éCOLE
SCHOOL (N)

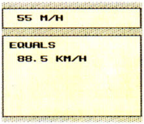
PAK FACTS

- **–The Language Translator Game Paks were created based on the famous Berlitz learning program.**
- **–Each Game Pak contains over 12,000 words and 300 phrases.**
- **–InfoGenius Language Translators for Italian, German and Japanese are planned.**

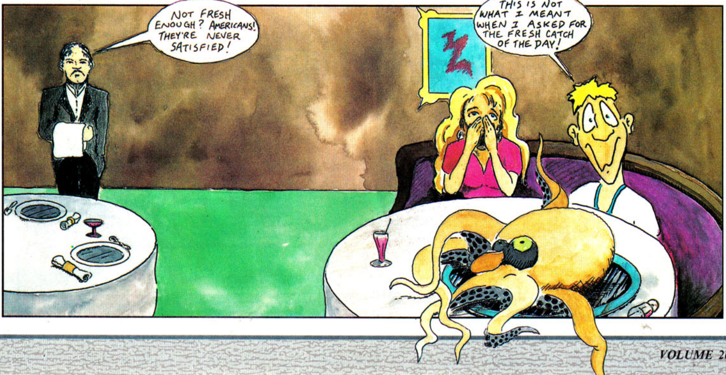
Using the currency converter puts an end to worrying about how much something costs. You can use it to find the exact cost quickly and easily, which makes shopping much more fun and dining out less confusing.


450 DOLLARS
EQUALS
2596. 5 FRANCS

The metric converter quickly translates degrees centigrade to degrees Fahrenheit, which comes in handy when you're planning dress and activities based on a weather forecast. And if you think in terms of miles and miles per hour instead of kilometers you'll need to use the InfoGenius.


55 M/H
EQUALS
88.5 KM/H

When you select the Number option, a keypad appears on the screen. Move the hand icon, select a number, then press Start. The InfoGenius will show you how the number is written in French. Enter 3, for example, and the InfoGenius will display "trois." It translates any amount from 0 to 9,999,999.


NOT FRESH ENOUGH? AMERICANS! THEY'RE NEVER SATISFIED!
THIS IS NOT WHAT I MEANT WHEN I ASKED FOR THE FRESH CATCH OF THE DAY!

InfoGenius™
PRODUCTIVITY PAK

GAME BOY
InfoGenius
PERSONAL ORGANIZER

PERSONAL ORGANIZER

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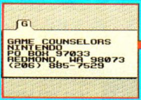
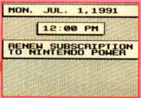
PHONE DIRECTORY


G

GAME COUNSELORS
NINTENDO
PO BOX 97033
REDMOND, WA 98073
(206) 885-7529

Add, delete or look up addresses and phone numbers. Now it's easy to update entries!

APPOINTMENTS

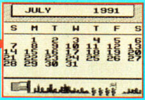

MON. JUL. 1, 1991

12:00 PM

RENEW SUBSCRIPTION
TO NINTENDO POWER

Enter important meetings and dates in the easy-to-use appointment calendar.

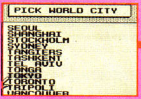
CALENDAR


JULY 1991

S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

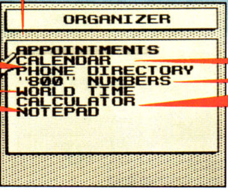
What day will your birthday fall on? Check ahead using the calendar!

WORLD TIME


PICK WORLD CITY

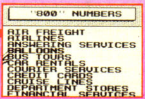
SEOUL
SHANGHAI
STOCKHOLM
SYDNEY
TANGIERS
TASHKENT
TEL AVIV
TONGA
TOKYO
TORONTO
TRIPOLI
VANCOUVER

A great feature for travelers, World Time checks times in cities around the globe.


ORGANIZER

APPOINTMENTS
CALENDAR
PHONE DIRECTORY
"800" NUMBERS
WORLD TIME
CALCULATOR
NOTEPAD

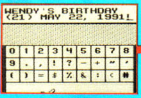
"800" NUMBERS


"800" NUMBERS

AIR FREIGHT
AIRLINES
ANSWERING SERVICES
BALLOONS
BUS TOURS
CAR RENTALS
COURIER SERVICES
CREDIT CARDS
CRUISE LINES
DEPARTMENT STORES
FINANCIAL SERVICES

From Air Freight to Travel, the InfoGenius has toll-free numbers for leading companies.

NOTEPAD

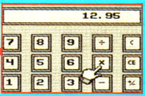

WENDY'S BIRTHDAY
(21) MAY 22, 1991!

0 1 2 3 4 5 6 7 8
9 . , ! ? – + ~ '
( ) = $ % & : ; #

It's the end of endless scraps of paper! Instead, jot your notes down in the Notepad.

Get your act together! With today's hectic schedules, nearly everyone needs to keep a personal schedule. Many people have turned to computer technology to help them organize their time, but computers don't help when they're away from the home or office. Game Boy has the perfect solution in its new InfoGenius Personal Organizer.

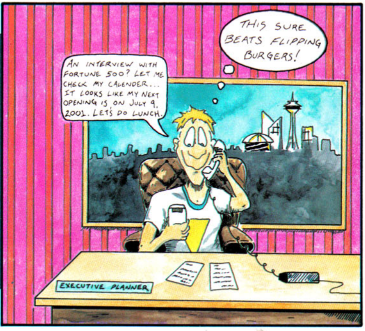
CALCULATOR


12.95

7 8 9 ÷ C
4 5 6 × CE
1 2 3 – %

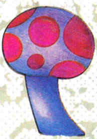
How much less will that hot new CD be if it's marked 25% off? If it started at $12.95, you'd save $3.24.

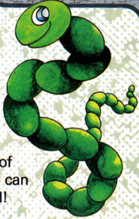
THAT SOUNDED LIKE A GOOD JOB. TOO BAD I FORGOT ABOUT THE INTERVIEW.
S



THIS SURE BEATS FLIPPING BURGERS!
AN INTERVIEW WITH FORTUNE 500? LET ME CHECK MY CALENDER... IT LOOKS LIKE MY NEXT OPENING IS ON JULY 9, 2001. LET'S DO LUNCH.
EXECUTIVE PLANNER

SNEAKY SNAKES





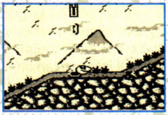
Sonia Snake's in trouble! Can Genghis and Atilla gobble enough of the Nasty Nibbles to save her? You (and a friend if you Game Link) can find out in Tradewest's portable follow-up to Snake Rattle & Roll!

Nibbley World

It's a Nibbley world out there, full of strange and wonderful Nibbles to eat.

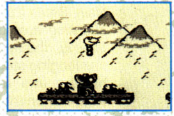
Plates

Tasty Nibbleys and valuable bonus items are concealed under these plates. Just get on top of one and hit the B Button to see what's underneath.



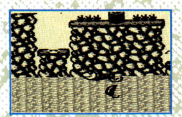
Snake Food

These feeders make lots of Nibbleys that you can eat . . . but they also make dangerous bombs. Be careful when eating if you want to avoid heartburn!



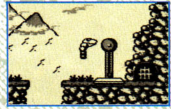
Shark X-ing

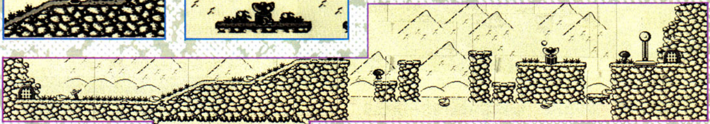
Don't stay in the water longer than you have to, because you're not the only swimmer in the water . . . watch out for the telltale fin or you're in trouble.

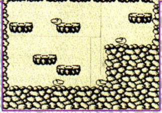


Weigh In

The door won't open until you can ring the bell. If you are not heavy enough the first time, you must go back and catch some more Nibbleys.



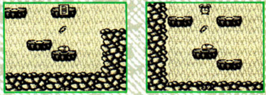




**Time's up!
This Chopper will start to chase you when the timer runs out.**

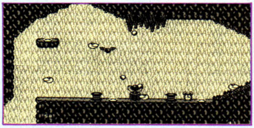
WARP ZONE

If you flip the right plate, you will go to a room stuffed with plates.

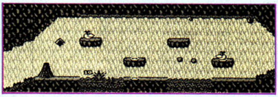


Other Nibble Areas

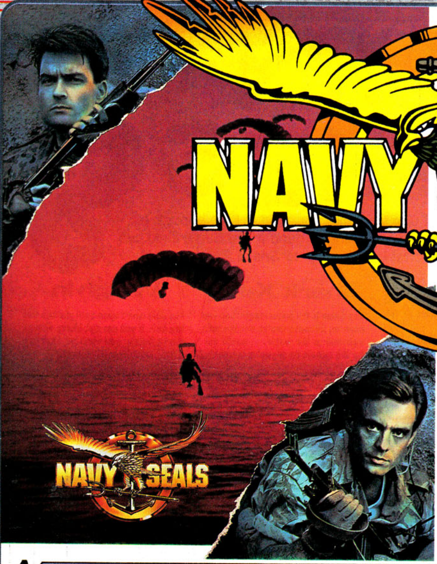
Each area is home to a different member of the Nibble family. You will have to guide your snake through them all if you want to defeat the Nasty Nibbler.



This cave is the home of the dreaded Nibblebats. You'll have to jump pretty high to catch them. Air Snakey!



This is the home of the Nibblesplats. You can catch them as they fall from the ceiling, but watch out for the volcanos and the lava.



NAVY SEALS™

TM 1991 Orion Pictures Corporation
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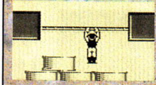
A U.S. Navy helicopter has been shot down in the Eastern Mediterranean and a special group of experts in sea, air and land operations have been called in to save the crew. If you're a fan of military missions with a lot of action and shooting, Navy Seals from Ocean is right on target. If shooting everything that moves makes you queezy, though, don't try it. Through five challenging stages, you'll infiltrate an enemy hideout and uncover a sinister plot. The slightest enemy contact will set you back. Practice your fighting techniques and take off for a daring rescue mission.

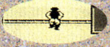
Know Your Capabilities

Arm Yourself You're equipped with two Guns—a lightweight Pistol with 90 bullets and a more powerful Machine Gun, which is not loaded as you begin. You'll find ammo along the way.

Move!

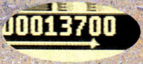
Demonstrate your athletic abilities by jumping, grabbing a platform and pulling yourself up to the next level.





Jump and climb with caution. You can't fire while you're in the air.

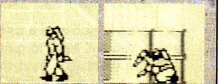
Time is Ticking



Keep an eye on the timer. Every second is important as you carry out your plans.

Enemy Endurance

If you just hit enemies once with the 45, they will charge. Watch out!



45 Ammo

Single-Bullet packs add ammunition to your Pistol. Make sure that you fire enough shots to defeat your enemies.

Automatic

Collect a Double-Bullet pack and you'll be able to unload 30 enemy-dropping Machine Gun shots.

Time

Clocks allow you more mission time. Collect them whenever possible and keep fighting.

Sniper

You'll get much needed back-up by collecting a Lightning Bolt. Use it to take down large attacks.

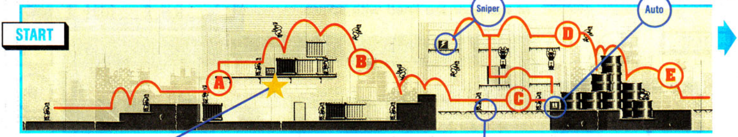
Mission One Find The Enemy Hideout

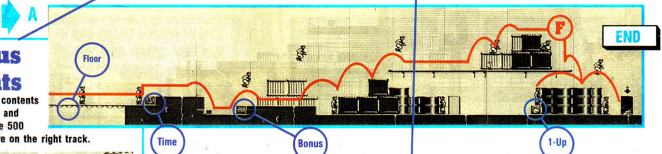
The helicopter crew is being held near the seaport. Seek out the hideout entrance, but proceed with caution as the seaport is heavily guarded. Enemy lookouts will attack when they see you. Try to sneak by and pick up special items along the way. Also, check out the strategies for the lettered areas on the map.

Call A Specialist

If enemies surround you, call in a Sniper and they'll all go down.

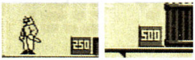
The special Sniper item will allow you to clear the immediate area.





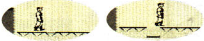
Bonus Points

Uncover the contents of this crate and you'll receive 500 points. You're on the right track.



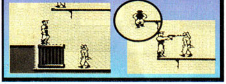
Falling Flooring

When you touch this point, the flooring drops. Run!



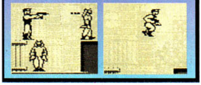
A

Before you leap up to the ledge, observe the enemy above and wait until he moves a few steps to the right. Then jump, pull up, turn to the right and fire twice before the enemy knows that you're there.



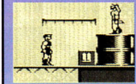
B

Don't worry about the enemy below. Just fire twice to the right across the gap to take out the enemy on the next platform and keep moving.

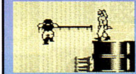


C

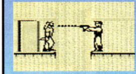
This area is surrounded by enemies. If you don't want to use up a call to the Sniper, just follow these steps to clear the area.



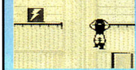
Collect the Machine Gun Ammo for super firepower as soon as possible.



Don't worry about the enemies on your level, just jump straight up.



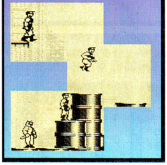
Defeat the enemy to the left and quickly jump the gap before the door opens.



Jump up to the next level and work to the left to pick up a Sniper option.

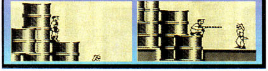
D

Take a long jump from the platform and aim for the second barrel from the top. If you land short, you'll be knocked off by an enemy waiting below.



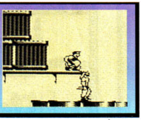
E

Wait until the enemy below you walks away. Then, without jumping, drop to the right and fire.



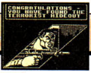
F

Don't jump as you drop to the right off the crates. If you do, you'll miss the ledge and the long fall will knock you out.

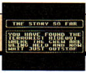


Mission Two
Save The Helicopter Crew

You've found the enemy hideout in a remote area of the seaport. Now, you must enter and seek out the helicopter crew. This sector is extremely dangerous. The enemies are out in force and there are a number of traps. Some sections of the ceiling are set to drop on intruders (see green circles below) and some areas of the floor are lined with spikes.



CONGRATULATIONS -
YOU HAVE FOUND THE
TERRORIST HIDEOUT

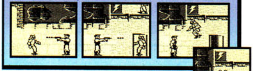


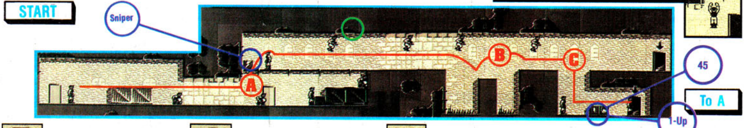
THE STORY SO FAR

YOU HAVE FOUND THE
TERRORIST HIDEOUT
WHERE THE CREW ARE
BEING HELD AND NOW
WAIT JUST OUTSIDE

A

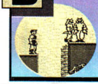
Stop as soon as you see the door. Then turn to the left and take out an approaching enemy, turn to the right and blast another one coming out of the door and wait for another to drop.





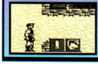
B

Clear the enemies off the platform to the right. Then jump with caution over the spikes.



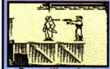
C

The upper and lower doors lead to the same place. Drop to the lower level and collect the valuable items.

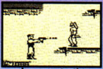


D

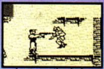
The enemies come out in force here. Follow the steps and watch out!



Run until you're on top of the second crate, fire to the left and watch for the enemy below to jump up.

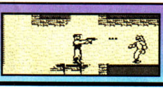


Jump up to the left, turn to the right and fire twice at the enemy on the ledge.

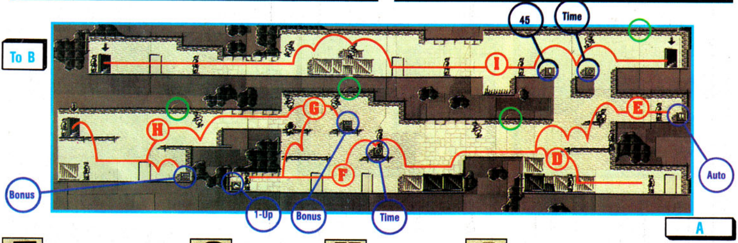


Jump to the ledge on the right, wait for the enemy to drop and take him down.

E

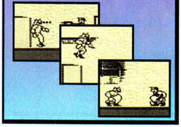


Jump up and climb to the ledge. Then fire twice to the right as the enemy charges to clear the path to the ammo.



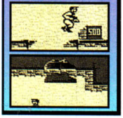
F

Drop to the area between the doors and be ready for enemies to charge from the left and right.



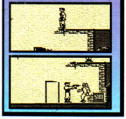
G

The ceiling above the ledge on the right is loose. Jump to collect the Points, but beware.



H

Wait for the enemy below to pass. Then drop, surprise him with a barrage and collect the Points.

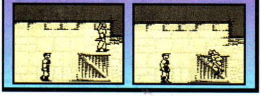


I

Wait at the edge of the pit for an enemy to appear. Then fire twice to the right and jump.

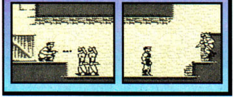
J

Wait for the enemy to drop from the crate. Then hit him before he charges.

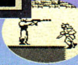


K

Be patient. There's an enemy that's above. Wait for him to drop and fire quickly.



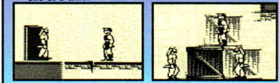
L

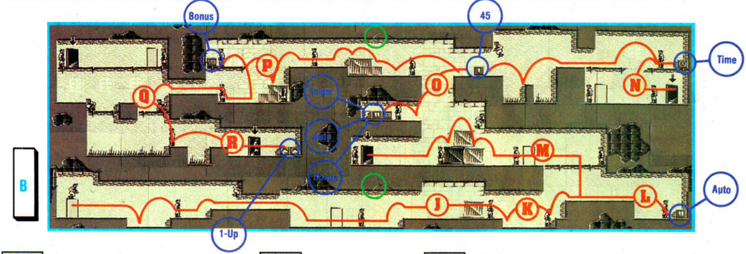


Hit the enemy once and he'll be down, but not out. Wait for him to charge again, then fire.

M

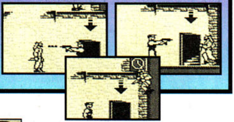
There are enemies behind the door and there's also one on the crate. Wait for them to attack, then take them on one at a time.



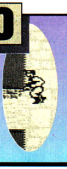


N

When you enter this area, you'll see an enemy on the platform above. Wait for him to drop. Then jump up and collect the clock.



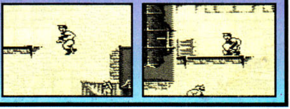
O



Jump to the left, just short of the platform and move further to the left as you fall so that you land on the item-packed ledge.

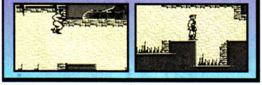
P

Jump to the left directly from the crate. You'll land on the ledge. Then wait for the enemy below to move before you drop.



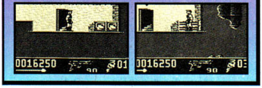
Q

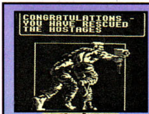
Lean down and drop off the platform. Then, as you fall, move to the right so that you'll land on the platform and avoid the spikes.



R

Be sure to get the two 1-UPs here before you go through this door. You can't go back for them later if you forget, so get them now.

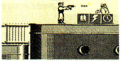




CONGRATULATIONS -
YOU HAVE RESCUED
THE HOSTAGES

Victory! You've saved the crew! Now, you've got to continue and stop the delivery of a load of stolen Stinger Missiles.

Mission Three



Naval Intelligence tells you that the missiles are onboard a ship headed for Lebanon. Stop it before it arrives.

Mission Four

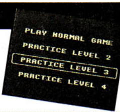
The ship was a decoy. The missile crates were full of sand. You've got to find out where the missiles really have gone.

Mission Five

An informant tells you of the missiles' location. Find them before the enemies can carry out their foul plans.

Train For Your Mission

A special feature of the game allows you to train in any of the first four missions before you go out for real. In order to get to Mission Five, you'll have to start from the beginning and fight to the end!



PLAY NORMAL GAME
PRACTICE LEVEL 2
PRACTICE LEVEL 3
PRACTICE LEVEL 4

CONGRATULATIONS -
YOU ARE IN CONTROL
OF THE SHIP

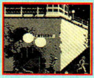
PRACTICE LEVEL
COMPLETE

DICK TRACY™

Daily Paper

BIG BOY ESCAPES

Detective Tracy is on the Case

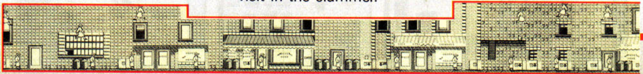


The notorious crime boss, Big Boy Caprice, has checked out early from the state pen and now the city is in the midst of the biggest crime spree it has ever known. Bandai's Dick Tracy follows the famous detective as he takes a new case and attempts to put an end to Big Boy's reign. Take Tracy through five stages of fist-clenching action and follow Big Boy's thugs to the man himself. It's curtains for Caprice!

THE SEARCH BEGINS STAGE 1-1

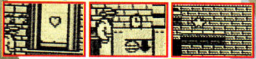
The streets are crawling with Big Boy's trigger men. Let them know who's in charge and follow the trail to Shoulders, the last hood to pay Big Boy a visit in the slammer.

START



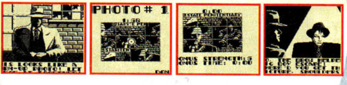
STRENGTH

Beat Big Boy's thugs and search dark corners to earn items that will give you energy and extra time.



CLUES

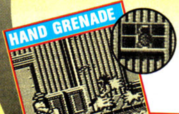
In each stage, there are 12 torn bits of photographs that will give you a lead on Big Boy's location. Put them together like the pieces of a puzzle and stay on the trail.



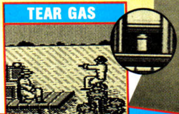
WEAPONS

While you would be able to solve this case with your sharp wits and strong fists alone, it does pay to look for high-caliber help, like Tommy Guns and Grenades, along the way.

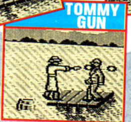
HAND GRENADE



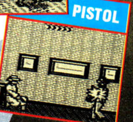
TEAR GAS



TOMMY GUN



PISTOL



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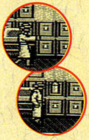
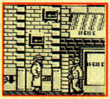
DICK TRACY'S DETECTIVE TIPS

There are hoodlums in every section of the city. The only way that you'll be able to nail them down and stay alive is by following the advice of the cautious crime detective.

Make sure that you punch boxes, trash cans and the like to uncover special items.





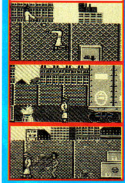
Big Boy's hoods drop furniture from tall buildings and loosen heavy chandeliers in an effort to take you out of the picture. Stay on your toes!

You have only a short supply of ammunition. Use your weapons strictly as a last resort.

THE PATH TO CAPRICE

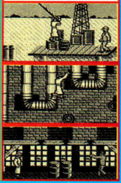
The only way to get to Caprice is through his henchmen. Find out where they are and give them incentive to disclose the locale of Big Boy's Level 5 hideout.

Level 2



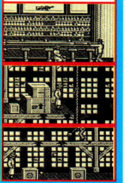
The Brow is holed up with some tough thugs at the trainyard. Track him down and take him in for questioning.

Level 3

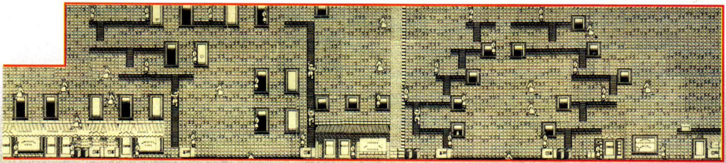


Your search for Big Boy takes you to a meeting on the pier with Pruneface. Don't get soaked.

Level 4



The Club Ritz is a recent acquisition of Big Boy's. Flattop and his gang are there to give you a reception.

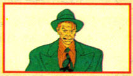


EXIT

THE MOST WANTED LIST

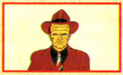
Study these mugs and know their moves so that you'll be able to show them the long arm of the law. They can run but they cannot hide when Detective Dick Tracy is on the case.

SHOULDERS



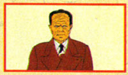
This wide-bodied hooligan tosses tires from the top of a building. Teach him a lesson with your Tommy Gun.

THE BROW



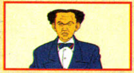
You'll meet the Brow face-to-face at the trainyard. Jump out of the way as he charges and counter with your fists.

PRUNEFACE



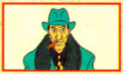
This wrinkled gangster will try to take you down with grenades. Hit him with your firepower between tosses.

FLAT TOP



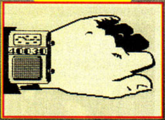
Big Boy's right-hand man is murder with a machine gun. Avoid the stream of bullets or you'll be flattened.

BIG BOY CAPRICE

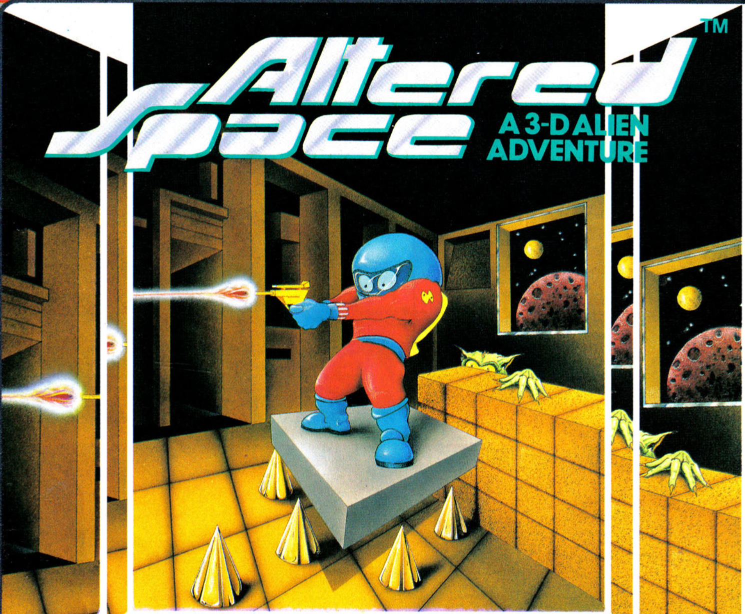


You'll be under heavy attack when you take on the underworld leader. Watch out for several forms of force.

CALLING DICK TRACY!



When you've got a password, you can tune in Tracy's two-way wrist radio and you'll be on your way to where you left off. If the password is incorrect, the radio will tune into a local radio station.



Altered Space™

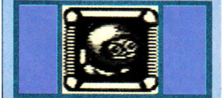
A 3-D ALIEN ADVENTURE

ABDUCTED BY ALIENS!!

Meet Humphrey, whose trip to Mars has been interrupted by a mechanical failure. When he ventures out to repair his ship, he is surprised by unearthly creatures, Zaks, who capture him for their zoo. He hacks into their computer system to discover that his only chance to escape lies in the capsule at the top of the ship. To reach it from his cell in the hold, though, he must pass the Zaks and their droids.

Alien Air

Help Humphrey maintain his air supply and make it to the distant capsule.

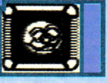


Humphrey can't breathe the Zaks' air, so he has to find and carry his own! Pick up Air Tanks as you make your way through the eight levels of the alien rocket ship.

Unfriendly Aliens

Humphrey will meet two types of alien creatures in his travels: wardenlike Zaks and Garffs.

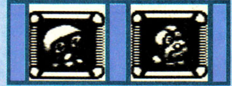
Spherical Garffs like to bounce around and sleep in high places.



The Zaks take half of Humphrey's air when they capture him.

Dutiful Droid Servants

The Zaks employ nine different types of servant droids, with varied functions and movements.

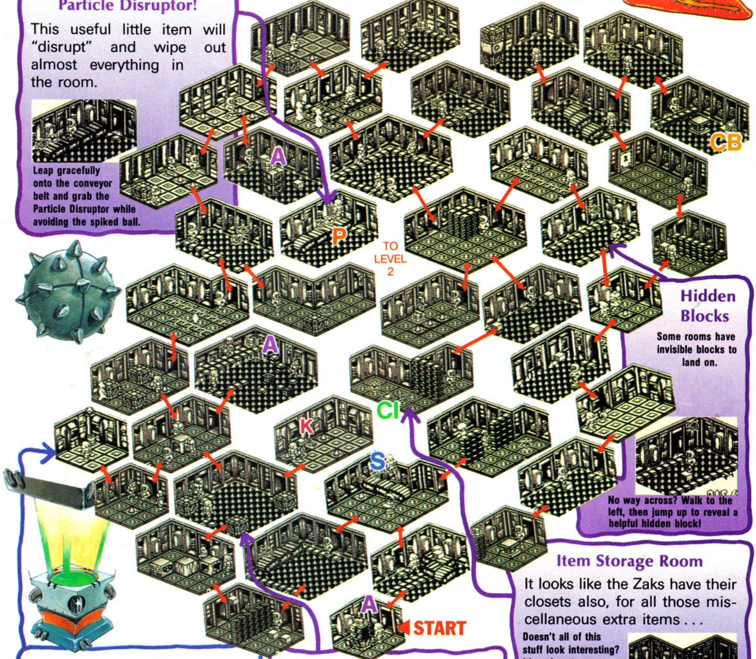


Each droid will reduce some of Humphrey's precious air supply, should they touch him. Humphrey can use some of the droids to help him get through certain rooms.

Sony Imagesoft, © 1991 Software Creations

Level 1: The Hold

What better place for the Zaks to imprison their captives? Humphrey begins his ascent to freedom in the capsule at the top of the ship from his cell here in its lowest level.



Particle Disruptor!

This useful little item will "disrupt" and wipe out almost everything in the room.

Leap gracefully onto the conveyor belt and grab the Particle Disruptor while avoiding the spiked ball.

Hidden Blocks

Some rooms have invisible blocks to land on.

No way across? Walk to the left, then jump up to reveal a helpful hidden block!

Item Storage Room

It looks like the Zaks have their closets also, for all those miscellaneous extra items . . .

Doesn't all of this stuff look interesting? It's only a tease—Humphrey can't find a way to get at any of it!

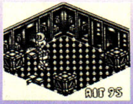
WARP!!

Warps are found in various parts of the ship. They will warp our boy Humphrey either up or down levels.

These warps will allow Humphrey to move rapidly between the levels—some helpfully skipping him ahead, others warping him back one level or more. This warp goes to the third level, the Cryodeck.

Ride the Wild Droid!

Humphrey might try enlisting the aid of the resident droid.



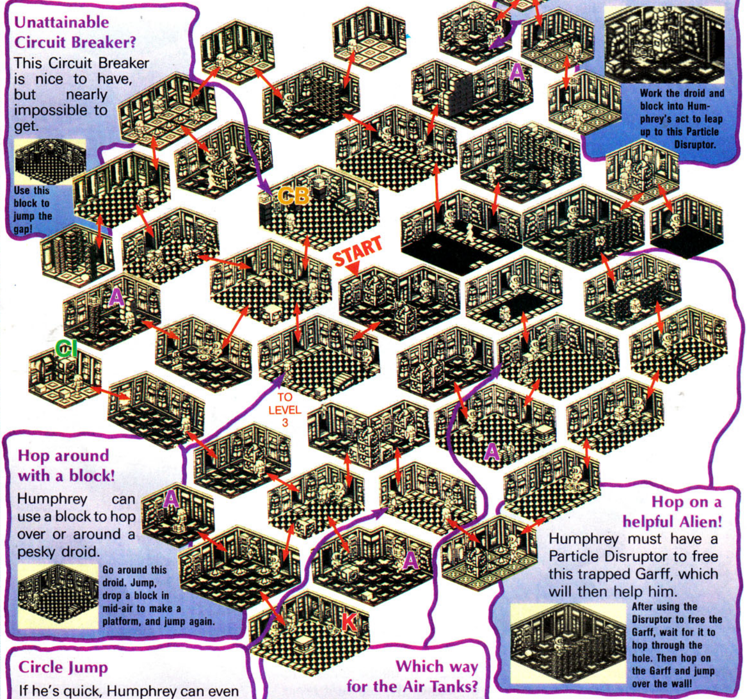
When the droid walks nearby, jump over and land on the unsuspecting automaton's head. Catch a ride across those deadly floors!

Map Key

A	**–Air Tanks**
K	**–Key**
S	**–Stun Gun**
P	**–Particle Disruptor**
CB	**–Circuit Breaker**
CI	**–Computer Interface**

Level 2: Engineering

The Zaks' engines, located here in Engineering, are monitored constantly. Humphrey can't actually get to the engines, but he does take a good look around at the engine area as he passes through on his way to the next level, the Cryodeck.



Useful Particle Disruptor

If he still has the Particle Disruptor from Level 1, Humphrey doesn't need this one.

Work the droid and block into Humphrey's act to leap up to this Particle Disruptor.

Unattainable Circuit Breaker?

This Circuit Breaker is nice to have, but nearly impossible to get.

Use this block to jump the gap!

Hop around with a block!

Humphrey can use a block to hop over or around a pesky droid.

Go around this droid. Jump, drop a block in mid-air to make a platform, and jump again.

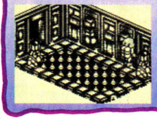
Hop on a helpful Alien!

Humphrey must have a Particle Disruptor to free this trapped Garff, which will then help him.

After using the Disruptor to free the Garff, wait for it to hop through the hole. Then hop on the Garff and jump over the wall!

Circle Jump

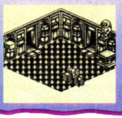
If he's quick, Humphrey can even jump around corner obstacles without the help of a block.



When this droid is in the corner, quickly jump around it to reach the other ledge. This trick will also come in handy later.

Which way for the Air Tanks?

Only one route in this area leads to these valuable Air Tanks!



The key lies in entering through the door on the right. Humphrey can reach the moving block (and the Air Tanks) only from the right corner platform.

Map Key

A	—Air Tanks
K	—Key
S	—Stun Gun
P	—Particle Disruptor
CB	—Circuit Breaker
CI	—Computer Interface

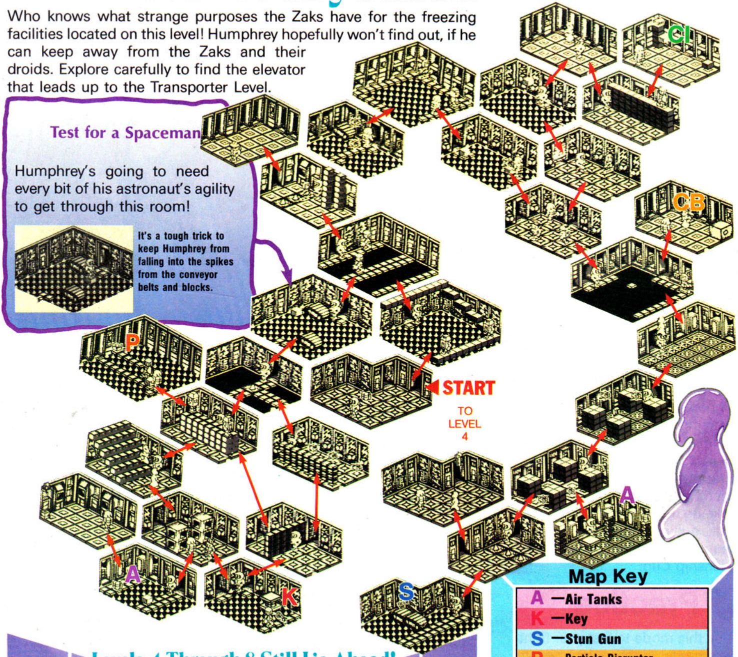
Level 3: Cryodeck

Who knows what strange purposes the Zaks have for the freezing facilities located on this level! Humphrey hopefully won't find out, if he can keep away from the Zaks and their droids. Explore carefully to find the elevator that leads up to the Transporter Level.

Test for a Spaceman

Humphrey's going to need every bit of his astronaut's agility to get through this room!

It's a tough trick to keep Humphrey from falling into the spikes from the conveyor belts and blocks.



Map Key

A	—Air Tanks
K	—Key
S	—Stun Gun
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Levels 4 Through 8 Still Lie Ahead!

Level 4: Transporters

The Zak's transportation units are located here, but Humphrey can't get to them. That's ok, Humphrey doesn't have any place to transport to anyway!

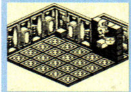
Level 5: Recreation

This is where the Zaks like to hang out during their off time, perhaps to play a game of "Zakball". Don't mingle here; find the next level fast!

Level 6: The Galley

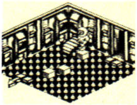
Zaks head down here when they have the munchies. It's too bad that Humphrey isn't able to eat any of their type of food.

Level 7: Crew's Quarters



Living areas for the Zaks—Humphrey needs to be very careful not to disturb any of them as he quietly passes by. Shhhh . . .

Level 8: Control Bridge



The Zaks control their entire ship from here. All Humphrey needs to do now is find the elevator up to the escape capsule!

Good luck Humphrey! You'll need to use all of your astronaut skills to make your escape!

TM and © 1991 Konami

BLADES OF STEEL™

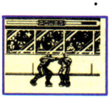
At last! Ice Hockey finally becomes portable, as Ultra brings the NES classic Blades of Steel to your Game Boy. With all the body-checking, ice-pounding excitement of the original, you'll slide, slip, slap and slam, as you attack the other team's goal. Then battle on to victory and the Cup against some of the most challenging teams that ever slapped a puck!

SELECT A GAME

Choose Practice to brush up on your fighting skills or your goal tending and penalty shot techniques. Pick Exhibition to play a practice game against another team, or select Tournament to take up the challenge and go all-out against the seven other teams competing for the Championship Cup!

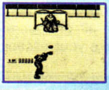
Practice

Use this mode to test your fighting mettle, practice your penalty shot attempts, and to see how well you can protect your goal from your opponent's sneaky slap shots. Practice hard, and be sure to master all three skills—you'll need them!



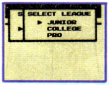
"B" punches and "A" blocks as you duke it out with your rival. A few solid jabs will knock them out, double-quick!

Penalty shot practice will help you gain valuable goal tending and shooting experience.



Exhibition

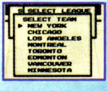
Exhibition games are your opportunities to get in a little practice against the other seven teams that are also competing for the Cup. While you're roughin' it up on the ice, be sure to observe the other teams to see how each likes to play.



SELECT LEAGUE
▶ JUNIOR
COLLEGE
PRO

Choose one of three difficulty levels: Junior, College, and Pro. Junior is easiest, College tougher, and Pro is for "Professionals!"

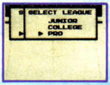
Pick a team from among the eight contenders—you'll find that each team plays differently and has distinct strengths and weaknesses.



SELECT LEAGUE
SELECT TEAM
▶ NEW YORK
CHICAGO
LOS ANGELES
MONTREAL
TORONTO
EDMONTON
VANCOUVER
MINNESOTA

Tournament

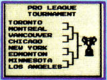
The Tournament is your chance to vie with the seven other teams for the Championship Cup. All eight contending teams compete on a single elimination ladder that is randomly arranged by the computer.Use what you learned in Exhibition to take the Cup!



SELECT LEAGUE
JUNIOR
COLLEGE
▶ PRO

To get a feel for Tournament play, start in the Junior League and graduate to College. Pro league will challenge even the best hockey fans!

Only the computer knows which teams you will play on your route to the Cup, so study every team well!

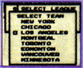


PRO LEAGUE
TOURNAMENT
TORONTO
MONTREAL
VANCOUVER
CHICAGO
NEW YORK
EDMONTON
MINNESOTA
LOS ANGELES

Two-player mode

Challenge a buddy to a friendly game of frenzied hockey. Pick your teams, line up, and make a quick swipe for the puck as the ref drops it into play. Battle it out to see who's better at cuttin' up on the ice and at wielding the stick to keep that elusive puck sliding across the ice, into the goal!

Fast and frantic two-player, head-to-head ice hockey!



SELECT LEAGUE
SELECT TEAM
NEW YORK
CHICAGO
LOS ANGELES
MONTREAL
TORONTO
EDMONTON
VANCOUVER
MINNESOTA

Be quick to pick your favorite team—leave your rival second choice!

TONIGHT ONLY
YOUR TEAM CHALLENGES FOR THE CUP!

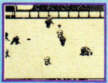
NEW YORK	New York is nicely balanced, demonstrating average skills in speed, power, agility and teamwork, and no standout strengths or weaknesses.
TORONTO	Toronto offers good power and speed and maintains a solid, tight offensive front. Look for gaps in its defense that will allow an agile adversary to slip through with the puck!
VANCOUVER	Vancouver's advantage is its mighty shot strength, which will definitely keep your goalie working to protect the goal. Try to play "keep away" as you rush their goal!
CHICAGO	The Chicago team exhibits quick skating speed and good teamwork, but not a great deal of shooting strength. Still, they'll keep you moving to keep up with the puck.
MINNESOTA	With no weak points to speak of, Minnesota has excellent speed, style, and awesome puck handling talents that make them a strong contender for the Cup.
LOS ANGELES	LA isn't the quickest team, but it has good puck handlers. LA players believe that hockey is a contact sport—they love to ram, slam, and body-check their opponents!
MONTREAL	Quick off the line, agile, and strong, Montreal seizes every chance to grab the puck and score! Its players get right in your face and even fight to take the puck away!
EDMONTON	Edmonton is proud of its skating prowess, and the players love to show it off. Keep an eye on its loose offense, and watch for a chance to snag the puck.

TOURNAMENT PLAY

Be sure to choose the team you know best. Remember, each team has different strong and weak areas, so try to capitalize on your talents and compensate for your weak areas. Use the other team's strengths and shortcomings to your best advantage. Every edge you can get will move you closer to the Cup!

Teamwork!

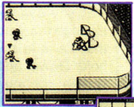
When you find yourself surrounded with nowhere left to skate, quickly look around for an open teammate and pass the puck over to him!



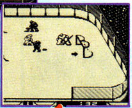
Baffle 'em as you pass the puck from man to man, then rush in for the score!

Fake out the Goalie!

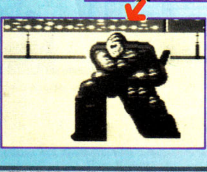
Trick the goalie into leaving part of the goal open. Skate past him to one side of the goal—he'll follow you, leaving the other side of the goal invitingly untended. Now, quickly snap around, double-back, and fire the puck into the hole before he can get back into position!



Skate in front of the goalie, past the goal. He'll follow you to protect that side of the goal.

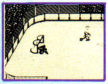


Now whip around, skate back past him, and flip the puck into the open area for the score!!

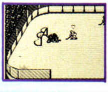


Watch the Arrow!

When a rival rushes your goal intent on slamming the puck through into the net, watch the arrow that indicates where he is aiming. Stay between him and the arrow and try to block the shot!



The arrow tells the alert goalie where the puck will come flying at the goal . . .



. . . giving him the chance to nimbly intercept the small missile and pass it to his teammates!

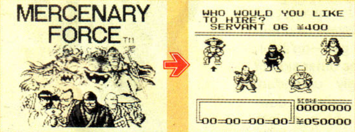
Game Boy Classified

MERCENARY FORCE

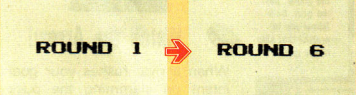
From Agent #345

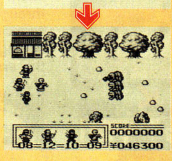
Round Select Plus

Our Agents have discovered a way to multiply your starting yen by ten and a way to begin on any of the six rounds of this martial arts thriller with a single code. When the Title Screen appears, press Up on the Control Pad and the Select, A and B Buttons all at the same time. Then release them and press the Start Button. The fighter selection option will appear showing that you have 50,000 yen to begin with instead of the usual 5,000. Once you select your fighters and the round number appears on the screen, you'll then have approximately five seconds to skip to an advanced round by tapping Right on the Control Pad once for each round that you would like to skip. The round number will increase as you tap on the Control Pad. When you've reached the desired round number, wait for a few seconds and your mission will begin.


MERCENARY FORCE™
WHO WOULD YOU LIKE TO HIRE?
SERVANT 06 ¥400
SCORE 0000000
00=00=00=00 ¥050000

Press Up, Select, A and B at the same time. Then release them and press Start. You'll have ten times as much yen as usual.


ROUND 1
ROUND 6


SCORE 0000000
08=12=10=09 ¥046300

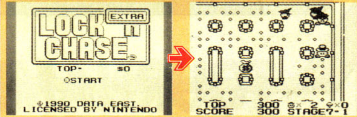
After you have selected your fighters, the message "Round 1" will appear for about five seconds. Tap Right once for each round that you would like to skip. The round number will increase with each tap.

LOCK 'N CHASE

From Agent #309

Extra Stages

If you've managed to run away with the loot through all of the standard stages of this puzzler, then you should check out the extra stages. When the Title Screen appears, press the A and B Buttons in the following order: A, A, B, B, A, B, B. The word "Extra" will appear on the Title Screen. Press the Start Button and the game will begin on Stage 7-1.


LOCK 'N CHASE
EXTRA
TOP- $0
START
©1990 DATA EAST.
LICENSED BY NINTENDO
TOP 300
SCORE 300
STAGE7-1

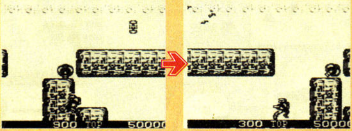
Press A, A, B, B, A, B, B and you will be able to take part in the challenging extra stages.

BURAI FIGHTER DELUXE

From Agent #294

Fly Through A Wall

Early in Stage Five, the screen scrolls to the left and you must choose to fly on either the top half or the bottom half of the screen. The bottom half turns out to be a dead end. Our Agents have found, though, that you can escape from this dead end by flying through the wall on the left. Move your character so that he is in the lower left corner. Then press and hold Down and Left on the Control Pad. As the screen continues to scroll, your character will be pushed to the left and fly through the wall!


900 TOP 50000
300 TOP 50000

Press and hold Down and Left to fly through this dead end in Stage Five.

NOW PLAYING

Title	Company	Play Info	Power Meter G	P	C	T	Game Type
Blades of Steel	Ultra	GL	3.6	3.3	3.5	3.6	Hockey
Bugs Bunny's Crazy Castle 2	Kemco/Seika	1P	3.9	3.6	3.1	3.4	Action Puzzle
Dick Tracy	Bandai	1P	3.3	3.5	2.9	3.1	Comic Action
InfoGenius Frommer's Travel Guide	GameTek	1P	3.5	2.9	X	2.8	Travel Guide
InfoGenius Personal Organizer	GameTek	1P/ Batt	3.0	3.2	X	3.4	Organizer
InfoGenius Spanish Translator	GameTek	1P	3.0	3.2	X	3.9	Translator
InfoGenius Spell Checker	GameTek	1P	3.0	3.2	X	3.8	Spell Checker
Navy Seals	Ocean	1P	4.0	3.8	3.4	3.2	Navy Action
The Punisher	LJN	1P	3.3	3.6	2.5	2.6	Comic Book Action
Sneaky Snakes	Tradewest	1P	3.4	3.4	2.9	3.3	Comic Action
Torpedo Range	Romstar	1P	3.0	2.6	3.2	3.1	Submarine Action
Who Framed Roger Rabbit	Capcom	1P/ Pass	3.9	3.7	3.5	4.0	Comic Adventure

Game Boy Chart Key:

1P=One Player
GL=Game Link-Two Players
Pass=Password
Batt=Battery

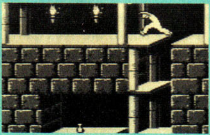
G=Graphics and Sound
P=Play Control
C=Challenge
T=Theme and Fun

Power Meter Ratings range from 1(poor) to 5(excellent).

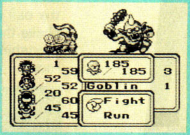
COMING SOON

Arcadia's Prince of Persia, which should be out in the fall, features great action and character animation. The prince walks, runs, jumps and hangs from ledges with amazing realism. We'll show you more as the game develops.

Absolute is working on a flight game tentatively titled Flyboy and CSG Imagesoft has plans for both Game Boy and NES games based on Hudson Hawk. Watch for Final Fantasy Legend II from Square, also. Here's a quick glimpse:



Prince of Persia



Final Fantasy Legend II

GAME BOY TOP 10

1 Super Mario Land

MARIO 00
36110
37
WORLD
1-3
TIME
331

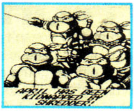
Mario's been king of the hill for a long time and there doesn't seem to be an end in sight!

2 Final Fantasy Legend

I saw an island sailing like a ship.

A group of warriors, in this adventure, climb to the top of a huge tower. And now, in the Game Boy Top 10, they climb to Number Two!

3 TMNT: Fall Of The Foot Clan



APRIL HAS BEEN KIDNAPPED BY SHREDDER!

The Fall of the Foot Clan falls a notch. Could this be the Turtles' last stand in the exclusive Top 3? Not by a longshot!

4. Dr. Mario
5. Tetris
6. F-1 Race
7. Gargoyle's Quest
8. Operation C
9. Castlevania: The Adventure
10. NBA Challenge

Game Boy Top 10 rankings are determined by the votes of the Pros at Nintendo HQ, sales at NES retailers and votes by readers of Nintendo Power. You can vote for your favorite Game Boy games by filling out your Player's Poll entry and sending it to us.

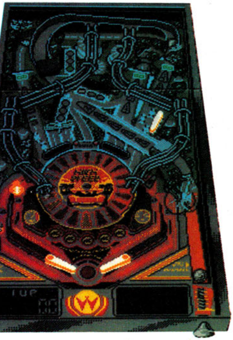
NOW PLAYING

JULY 1991

In this issue's focus on games that didn't quite rate feature coverage, we look at a great new video pinball game, a new twist on all-star baseball and a unique drawing program. Check 'em out and see if any of them spark your interest.

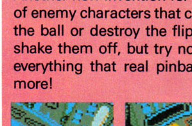
HIGH SPEED

Video pinball doesn't get any better than this! Tradewest's High Speed is a perfect NES translation of the hottest pinball game around. The same design team that brought Pinbot to the NES, Rare, also created the NES version of High Speed. Like Pinbot, High Speed has a split screen that lets you keep track of both the flippers and the ball at all times.



PINBALL WITH ALL THE EXTRAS

High Speed for the NES duplicates its pinball predecessor right down to the last bumper and digitized voice. It also offers some extras. Helicopter, Safe and Money symbols appear on the playing field and if you can hit them with the ball, you can earn bonuses. Hit three Helicopters or Safe symbols and you'll be able to collect special items in two different bonus games.

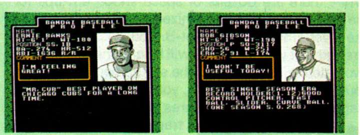


Another new invention for the NES version is a set of enemy characters that can change the course of the ball or destroy the flippers. Hit the buttons to shake them off, but try not to tilt! This game has everything that real pinball has and a whole lot more!

LEGENDS OF THE DIAMOND

Play Ball With Hall of Famers

Thirty of Baseball's best players return to the field in Bandai's Legends of the Diamond. While there are a lot of Baseball games for the NES, this is the first one that allows you to make a dream team of stars from the past with the same career stats and the same strengths. Tournament play pits your team against a field of computer generated no-names. Official Game play for one or two players lets you face-off with the Hall of Famers that you didn't include in your squad. While you choose your team, the players will tell you how they're feeling so that you can pick the ones that are on streaks and pass by the players that are experiencing slumps.



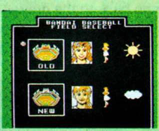
BANDAI BASEBALL
PROFILE
NAME
ERNIE BANKS
HT-6'1" WT-180
POSITION SS. 1B
BA-.274 HR-512
RBI-1636 R/R
COMMENT
I'M FEELING GREAT!

"MR. CUB" BEST PLAYER ON CHICAGO CUBS FOR A LONG TIME.

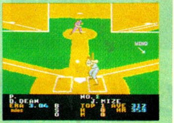
BANDAI BASEBALL
PROFILE
NAME
BOB GIBSON
HT-6'1" WT-190
POSITION P SO-3117
SHO-56 W-251
ERA-2.91 L-174
COMMENT
I WON'T BE USEFUL TODAY!

BEST SINGLE SEASON ERA RECORD HOLDER(1.12)GOOD CONTROL PITCHER. FAST BALL. SLIDER. CURVE BALL. (ONE SEASON S.O.268)

Pick them when they're doing well and let them rest when they feel a slump coming on.



Choose from two different stadiums and weather conditions.



Play ball with a dream match-up of Baseball's finest.

Create A Dream Team From 30 Of The Best!

Cy Young

Dizzy Dean

Lefty Gomez

Whitey Ford

Bob Gibson

Steve Carlton

Mickey Cochrane

Lou Gehrig

Johnny Mize

Billy Herman

Jimmy Fox

Rogers Hornsbey

Honus Wagner

Babe Ruth

Ty Cobb

Tris Speaker

Ed Roush

Luke Appling

Bill Freehan

Ernie Banks

Willie McCovey

Bobby Richardson

Joe Morgan

Harmon Killbrew

Brooks Robinson

Roberto Clemente

Willie Stargell

Hank Aaron

Billy Williams

Joe Torre

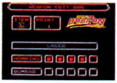
OVER HORIZON

While there are dozens of space shoot-'em-ups for the NES, none has customized spaceship weapons like Over Horizon from Hot-B. You decide what the strengths of your weapons will be and the positions of two satellite options. And the set-up had better be to your liking, because with it, you'll have to survive six stages of weird alien creatures and tricky outer space traps. If one weapons system configuration doesn't work for you, you can go back to the drawing board and try again.

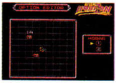
OVER HORIZON
TM
GAME START
CONTINUE

Set up Your Weapons System

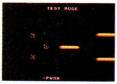
The Weapon Edit Mode allows you to choose the characteristics of the weapons that you collect along the way. Each of the three kinds of weapons (Lasers, Homing Missiles and Bombs) can be made to behave more or less like the others. You can also choose the positions of the options and test your weapons system before the mission begins.



You have points to spend on two different weapon features.



Place the satellite-like Options where you think they'll be most useful.

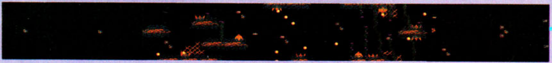


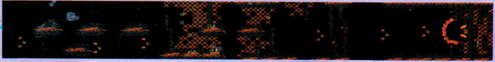
Test the configuration of your weapons system before you start playing.

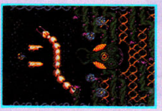
Six Alien Infested Stages

STAGE 1

Plant creatures have taken over outer space. Blast your way through this thick alien vegetation and try to cut it off at the roots.



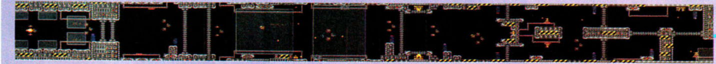


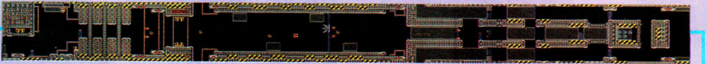


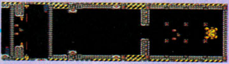
This insect-like creature releases groups of smaller aliens. Avoid them and aim for the leader.

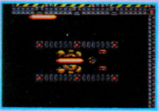
STAGE 2

The Stage 2 power center is reinforced with guns and cannons. The blue transformers are key. Destroy them and you'll open the space gates.





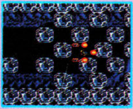




The huge mechanoid in this stage moves quickly around the area and controls barriers between the outposts. Homing weapons are effective here.

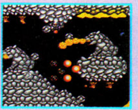
STAGE 3

Ice Blocks are all over this cold cavern. Fire on them and they'll move out of the way.



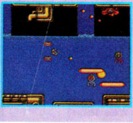
STAGE 4

The living rocks of the Stage 4 space cave send out giant flames. Watch out.



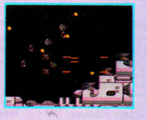
STAGE 5

Take a dive into this weird water world and clear your way through the creatures of the deep.



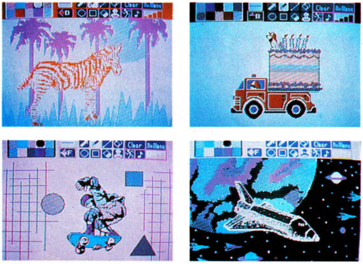
STAGE 6

The last battle takes place outside a huge enemy ship and inside a strange alien retreat.



VIDEOMATION

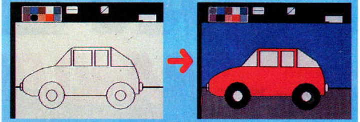
Stretching the limits of what you've come to expect from an NES program, THQ's Videomation is not a game in the traditional sense. It's more of a drawing and animation workshop. With it, you can create original art using video pens and paint brushes, call up pre-drawn "stamps" and add animated characters to your drawings that help make your art come to life.



With some practice, you can create dazzling drawings like these.

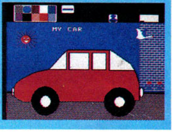
Master The Tools

There are several palettes of eight colors each. You can use one palette per drawing. Choose a palette, then select a tool and start drawing. Some tools are designed to make straight lines, some work well for curves and others are more free form.



A work in progress: make shapes and fill them with color.

In addition to your own designs, you can add pre-drawn stamps and any of eight moving characters. And, when your work is complete, you can hook up a VCR to your NES and tape your moving art so that it lives on long after you've created other masterpieces.



YOUR GUIDE TO THE LATEST NES RELEASES

TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
Bill & Ted's Excellent Video Game Adventure	LJN	1P	3.4	2.2	2.9	3.6	Comic Adventure
High Speed	Tradewest	4P-A	3.5	3.9	2.8	3.1	Pinball
Legends of the Diamond	Bandai	2P-S/Pass	3.2	3.5	3.4	4.1	Baseball
Little Mermaid	Capcom	1P	4.1	3.7	3.4	4.1	Undersea Action
Rainbow Island	Taito	1P	2.6	3.2	2.4	2.6	Action Puzzle
Robin Hood Prince of Thieves	Arcadia	1P/Pass	3.2	3.0	4.1	4.3	Medieval Adventure
Rockin' Kats	Atlus	1P	3.3	3.3	3.3	3.4	Comic Action
Romance of the Three Kingdoms II	Koei	1P/Batt	3.3	2.9	2.8	3.1	Role Playing
Videomation	THQ	1P	2.4	3.2	2.8	3.6	Art and Animation

LISTING KEY

You can get the most out of our game listing by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Some games are made to be played with as many as four players at the same time. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-S = TWO PLAYER SIMULTANEOUS
4P-A = FOUR PLAYER ALTERNATING
PASS = PASSWORD
BATT = BATTERY

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories:

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

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PLAYER'S PO

3 GRAND PRIZE WINNERS!

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Nintendo
OF AMERICA INC.

LL CONTEST

6 SECOND PRIZE

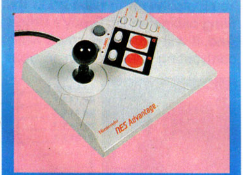
GAME BOYS

Nintendo GAME BOY
SELECT
START

Here's your chance to win a portable Game Boy system! Six winners will be all set to play, with Game Boys and Tetris Game Paks.

9 THIRD PRIZE

NES ADVANTAGE JOYSTICKS



Turbocharge your game play with the power of an NES Advantage controller. Nine winners will pack the power home!

30 FOURTH PRIZE

NINTENDO POWER JERSEYS

NINTENDO POWER
CONTENTS
GAME BOY
PAK WATCH
PREVIEW
VIDEO SHORTS
PLAYER'S POLL CONTEST
TOP 30
COUNSELORS' CORNER!
NES ACHIEVERS

Thirty fourth place winners will be sporting this authentic Nintendo Power jersey.

OFFICIAL CONTEST RULES (No Purchase Necessary)

To enter, either fill out the Player's Poll response card or print your name, address and telephone number on a plain 3" x 5" piece of paper. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL
P.O. BOX 97062
Redmond, WA 98073-9762

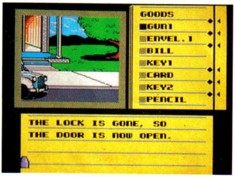
One entry per person, please. All entries must be postmarked no later than August 1, 1991. We are not responsible for lost, stolen or misdirected mail. On or about August 15, 1991, winners will be randomly drawn from among all eligible entries. Winners will be notified by mail. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. Prizes are limited to one per household. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after August 30, 1991, send your request to the address provided above.

GRAND PRIZES: Nintendo will arrange air transportation to Nintendo of America Inc. headquarters in Redmond, Washington, and accommodations for three grand prize winners and a parent or guardian for each winner under age 18. At NOA headquarters, winners will receive one Super Nintendo Entertainment System each. These special trips are scheduled for fall of 1991; exact dates are subject to final determination by Nintendo of America Inc. and to accommodation and airfare availability. Some restrictions apply. This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.

COUNSELORS' CORNER!

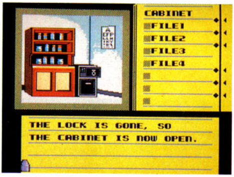
DÉJÀ VU — HOW DO I LEAVE BEHIND THE GUNS?

It wouldn't look good to the authorities if you were caught holding the murder weapons. You'd better ditch them in the deepest part of the sewer. Before you're able to leave them, though, you'll have to use the guns for three important tasks. The bungalow on Kedzie will be one of your stops. The only way that you're going to gain entrance is by blowing the lock off the door. You'll also want to blast open the filing cabinet in Dr. Brody's office. And, it will pay to be armed while confronting the hit man in your (Ace Harding's) office. Don't wait until you enter the office. Just fire through the window. Once you've gone through these three episodes, you'll have no other use for the firearms.


GOODS
GUN1
ENVEL.1
BILL
KEY1
CARD
KEY2
PENCIL

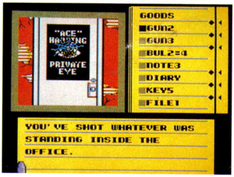
THE LOCK IS GONE, SO
THE DOOR IS NOW OPEN.

You'll never find the keys. You might as well blast the lock.


CABINET
FILE1
FILE2
FILE3
FILE4

THE LOCK IS GONE, SO
THE CABINET IS NOW OPEN.

Fire a shot at Dr. Brody's cabinet to access the files.

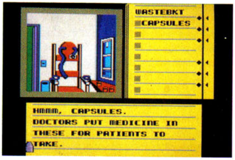

"ACE" HARDING
PRIVATE EYE
GOODS
GUN2
GUN3
BUL2=4
NOTE3
DIARY
KEY5
FILE1

YOU'VE SHOT WHATEVER WAS
STANDING INSIDE THE
OFFICE.

Shoot through the office window and catch the hit man off guard.

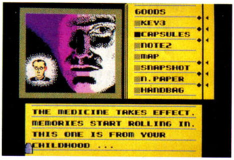
DÉJÀ VU — HOW DO I KEEP FROM PASSING OUT IN ACE'S OFFICE?

You'll need Dr. Brody's cure to wake up and realize that you really are Ace Harding. Entering your own office is too over-powering in your present state. There are items called "Medic 6" in Dr. Brody's office and there are some capsules in the wastebasket of the third floor room of the first building. Use Medic 6 on each capsule and, in turn, use each capsule on yourself. You'll snap out of it after three doses. Then you can put the final pieces of the puzzle together.


WASTEBKT
CAPSULES

HMMM, CAPSULES.
DOCTORS PUT MEDICINE IN
THESE FOR PATIENTS TO
TAKE.

You'll find some capsules in the wastebasket of this weird room.


GOODS
KEY3
CAPSULES
NOTE2
MAP
SNAPSHOT
N.PAPER
HANDBAG

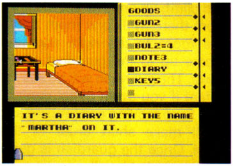
THE MEDICINE TAKES EFFECT.
MEMORIES START ROLLING IN.
THIS ONE IS FROM YOUR
CHILDHOOD ...

Take three capsules after lacing each one with the potent Medic 6.

DÉJÀ VU

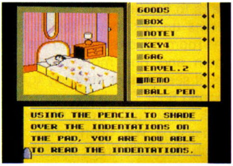
WHAT DO I NEED TO CLEAR MY NAME?

You've been falsely accused of murder. There are three documents which you will have to examine and several items which you'll have to burn or leave behind before the truth will be known. Make sure that you look at a diary in the Kedzie Bungalow and use a pencil on the memo which you'll find in the guest bedroom at the mansion on Auburn Road. You'll also want to examine a letter (Letter 1) which you'll find inside an envelope (Envelope 2) in the mailbox at the mansion. The items which you will want to do away with are the map, the folder with Note 1, the Bill, File 5, all guns and the Sunglasses.


GOODS
GUN2
GUN3
BUL2=4
NOTE3
DIARY
KEYS

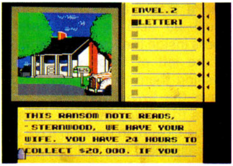
IT'S A DIARY WITH THE NAME "MARTHA" ON IT.

Read The diary in the bungalow and collect some important evidence.


GOODS
BOX
NOTE1
KEY4
GAG
ENVEL.2
MEMO
BALL PEN

USING THE PENCIL TO SHADE OVER THE INDENTATIONS ON THE PAD, YOU ARE NOW ABLE TO READ THE INDENTATIONS.

Take a close look at the memo in the mansion guest room by using a pencil on it.


ENVEL.2
LETTER1

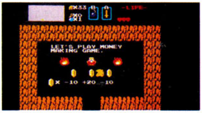
THIS RANSOM NOTE READS, "STERNWOOD, WE HAVE YOUR WIFE. YOU HAVE 24 HOURS TO COLLECT $20,000. IF YOU

Get the envelope from the mailbox and read the letter inside. It will be enlightening.

THE LEGEND OF ZELDA

HOW DO I RIG THE MONEY MAKING GAME?

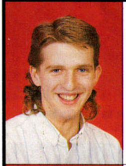
You'll walk away with a bundle to purchase valuable items if you can outsmart the proprietor of the money-making game. Make sure that you have a Bomb and at least 10 Rupies. Walk one screen left of the starting point and bomb the wall to get into the hidden cave. Then pause the game by pressing the Start Button on Controller I. Then, on Controller II, press the A Button and Up on the Control Pad. This "Quick End" maneuver will allow you the option to Save, Continue or Retry. Save the game and start again. Then enter the cave, play the money-making game and use the Quick End maneuver once more. If you won the money-making game, save your progress. If you lost, retry and use the same 10 Rupies for another chance to win. You could earn 255 Rupies!



LET'S PLAY MONEY MAKING GAME.

Save your progress when you win the money-making game and retry when you lose.

GAME PLAY COUNSELOR PROFILES

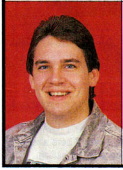


Ken Swatman

Became GPC: February, 1990
Hobbies: Rock climbing, playing guitar, hiking.
Best NES Accomplishment: Completed Batman with one life.
Favorite NES Game: Batman

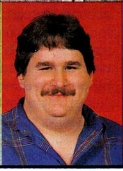
Joyce Davis

Became GPC: February, 1990
Hobbies: Cooking, playing Nintendo games
Best NES Accomplishment: Finished The Legend of Zelda in four hours.
Favorite NES Game: The Legend of Zelda



Bruce M. White

Became GPC: February, 1990
Hobbies: Listening to music, dancing, reading, eating pizza.
Best NES Accomplishment: Finished The Legend of Zelda without a sword.
Favorite NES Game: Mega Man II

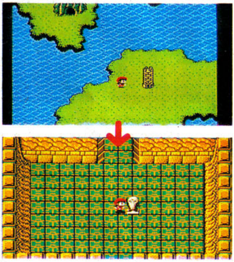


Wally Blake

Became GPC: February, 1990
Hobbies: Nintendo!
Best NES Accomplishment: Finished Bionic Commando with one life.
Favorite NES Games: Dragon Warrior II and Final Fantasy

FARIA WHERE IS THE PRINCESS IN THE GELVE TOWER?

Your first test of skill and strength in this long adventure will be saving the princess from the guardian of the Gelve Tower. A villager in Somusa will tell you that there are three stone statues in the tower. There's also a statue at the tower gate. You'll be able to open certain doors inside the tower by standing to the left of these statues and pushing them to the right. If you leave the tower and return, the doors that you previously opened will be closed. In order to save the princess then, you will have to be strong enough to explore the entire tower without leaving. Defeat enemies in the surrounding area until you are at an experience level of at least five or higher before you begin your mission. Then journey to the tower, push the statue outside of the gate and enter the first room.



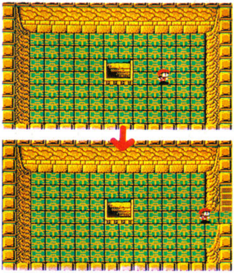
Enter the Gelve Tower by pushing the statue outside of the gate to the right.

TO THE FIRST STATUE

From the first room in the tower, walk five rooms to the right, two rooms up, one room to the right and three rooms down. You'll see a stairway to the second floor. Climb the stairs and walk two rooms up, one room to the left, one room down and one room to the left again. You'll have made it to the first statue.

TO THE SECOND STATUE

By pushing the first statue, you'll open a number of doors on the first floor. From the statue, walk one room down and two rooms to the right. Then climb down the stairs to the first floor, walk three rooms up, six rooms to the left, one room up, one room to the left again and one more room up. You'll see another stairway to the second floor. Climb the stairs and walk to the right side of the room. A passage will open when you touch the wall. From there, walk three rooms to the right and one room down to another stairway. Climb down the stairs, walk one room to the right and climb up another set of stairs. Then walk one room up to the second statue.



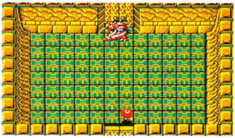
Touch the right wall in this room on the second floor to reveal a hidden passage.

TO THE THIRD STATUE

You'll open a key door on the second floor by pushing the second statue. Once you perform this task, walk one room down to a stairway, climb the stairs down, walk one room to the left and another room down. You'll find yourself at a new set of stairs. Climb up the stairs, walk one room down, three rooms to the left and two rooms down to the third statue.

TO THE PRINCESS

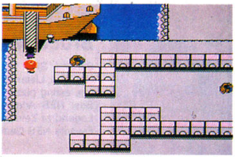
Once you've pushed the third statue, walk two rooms up, three rooms to the right and one room up to a stairway. Climb down the stairs, move one room to the right and climb up another set of stairs. From there, walk one room down, one room to the right and four rooms up to the guardian of the tower. The guardian will be easy to defeat if you avoid direct contact. Just keep moving and jabbing and you'll make short order of this fiend. Once the guardian is gone, you'll be able to walk one room up to the princess. Take her back to the king in the castle and he will calm the waters of the sea so that you can hire a ship in the harbor and continue your journey.



Run from the guardian of the tower and hit it with your sword when you have a chance.

you."
Princess: "Thank you.
I owe you my life."

The princess is one room up from the guardian. Take her back to the king.

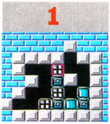


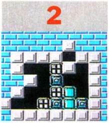
Once you save the princess, you'll have a new quest and the seas will be calm for sailing.

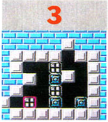
PUZZNIC

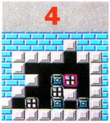
HOW DO I COMPLETE LEVEL 12-6?

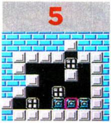
This challenger has a number of tricky puzzles. Level 12-6 (photo 1) is difficult because it requires fast reflexes. First move the Cube on the right one space to the left (photo 2). By doing so, you'll cancel out both Cubes. Next, move the grey Grid on the left one space to the left (photo 3). The field will then be set for the key move. Wait for the elevator to reach the bottom of the playing field. Then, just a fraction of a second after it begins to ascend, move the top grey Grid to the right and onto the elevator (photo 4). Before the elevator comes down, quickly move the top blue Shield to the right (photo 5). It will drop under the elevator and cancel out all three of the Shields. Finally, move both grey Grids on the ground one space to the right each (starting with the Grid on the right) and move the Grid on the elevator on space to the left (photo 6). It will land between the other Grids and cancel them out. Clear!

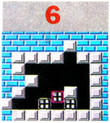








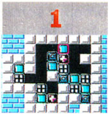


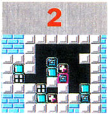


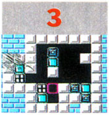
PUZZNIC

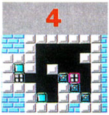
HOW DO I COMPLETE LEVEL 16-9?

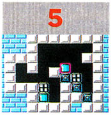
Level 16-9 (photo 1) is nearly the last Puzznic puzzle. To clear this level, first move the Cube one space to the right and cancel it out with another Cube. Then move the top grey Grid one space to the right and cancel out two others (photo 2). There's a blue Shield under the top red Plus. Move it one space to the right and move the Plus one space to the left so that it will fall under the elevator and cancel out the other Plus (photo 3). Next, move the blue Shield on the elevator one space to the right and move the green Cube on the elevator three spaces to the right to cancel out another Cube. Then move the grey Grid on the right one space to the right onto the elevator and two more spaces to the right so that it is on top of the middle Shield (photo 4). Next move the Grid on the left two spaces to the right so that it is exactly where the other Grid was and move the Cube on the left three spaces to the right, onto the elevator, and one more space to the right so that it is on top of the left Shield (photo 5). Then move the left Shield one space to the left, onto the elevator, and three spaces to the right so that it cancels out the other two Shields (photo 6). Finally, move the Grid on the left one space to the right, onto the elevator, and two more spaces to the right so that it cancel out the other grid and move the Cube on the right one space to the left, under the elevator so that is cancels out the other Cube and clears the screen!

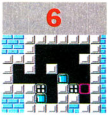












I'm waiting for your letters.

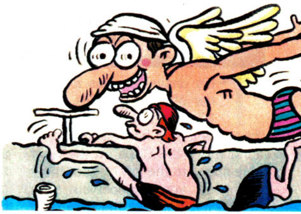
Write to:

NINTENDO POWER
Attn: Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

Call us!

(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 am to Midnight and Sun., 8:00 am to 5:00 pm, Pacific time.

NINTENDO POWER



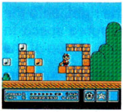
Volume 26 JULY 1991

TOP•30

Super Mario Bros. 3 regains the top spot after a short ride at second. StarTropics and the Simpsons, new to the Top Ten last month, look like they're here to stay.

Use this color-coded key to check on your favorite games.

🟥	Titles new to the Top 30 are the ones to keep watching!
🟦	These games are moving big, hopping spots to the top.
🟩	Lasting appeal keeps these favorites placing in the poll.
MONTHS	See how long the game has been in the Top 30.

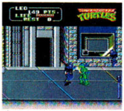


1 9,739 POINTS

17 MONTHS

SUPER MARIO BROS. 3

They're back in first and set to celebrate by stomping some Koopas! Way to go, Bros.

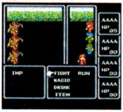

LEO
149 PTS
LIFE
REST 8
TURTLES

2 9,036 POINTS

4 MONTHS

TMNT II: THE ARCADE GAME

The Turtles slip to second. That won't stop their thug-slugging sewer patrol, though!

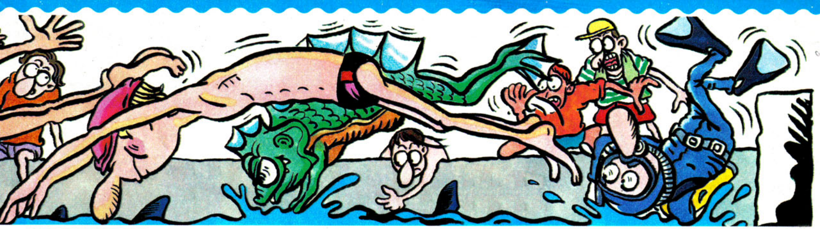

AAAA HP 35
AAAA HP 30
AAAA HP 33
AAAA HP 30
IMP
FIGHT
RUN
MAGIC
DRINK
ITEM

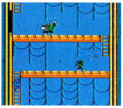
3 6,251 POINTS

11 MONTHS

FINAL FANTASY

This game has captured the fantasies of players who enjoy the challenge of great RPGs.



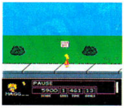


4 5,637 POINTS

6 MONTHS

MEGA MAN III

The Wily-wasting mega hero is as popular as ever, with a huge following of loyal fans.

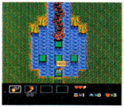


5 5,563 POINTS

3 MONTHS

THE SIMPSONS: BART VS. THE SPACE MUTANTS

Bartmania is spreading fast! Bart's painting the town and giving aliens the boot.

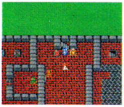


6 4,545 POINTS

4 MONTHS

STARTROPICS

What happened to Dr. J? Mike's still looking, intriguing more players every day.

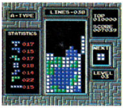


7 4,003 POINTS

6 MONTHS

DRAGON WARRIOR II

It moves up this month, thanks to strong showings on the Pros' and Players' lists.



8 3,818 POINTS

15 MONTHS

TETRIS

Drop from the Top Ten? Nyet! Not as long as so many players are lining up to play.

9 3,229 POINTS

7 MONTHS

CRYSTALIS

Time travelers take note! Crystalis is in the Top Ten for yet another month.

DR.MARIO
TOP 0010000
SCORE 0000000
LEVEL 12
SPEED MED
VIRUS 52

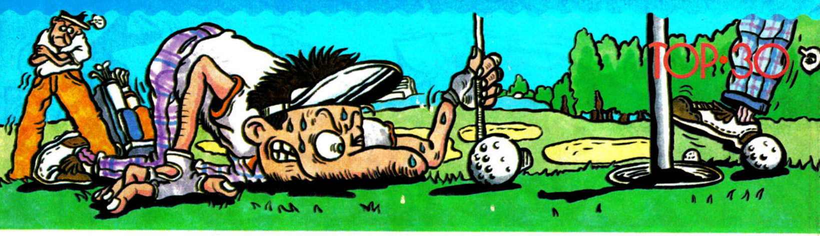
10 3,117 POINTS

6 MONTHS

DR. MARIO

The doctor is making housecalls in high numbers as the Mario bug spreads!

11	2,572 POINTS	DOUBLE DRAGON III
12	2,520 POINTS	THE LEGEND OF ZELDA
13	2,519 POINTS	SUPER MARIO BROS. 2
14	2,011 POINTS	DRAGON WARRIOR
15	1,833 POINTS	DESTINY OF AN EMPEROR
16	1,801 POINTS	ZELDA II—THE ADVENTURE OF LINK
17	1,785 POINTS	ULTIMA: QUEST OF THE AVATAR
18	1,758 POINTS	MEGA MAN II
19	1,579 POINTS	Castlevania III—Dracula's Curse
20	1,562 POINTS	TEENAGE MUTANT NINJA TURTLES
21	1,446 POINTS	G.I. JOE
22	1,287 POINTS	NES PLAY ACTION FOOTBALL
23	1,169 POINTS	CAVEMAN GAMES
24	1,138 POINTS	WIZARDRY
25	1,089 POINTS	LITTLE NEMO THE DREAM MASTER
26	1,047 POINTS	WWF WRESTLEMANIA
27	1,027 POINTS	MANIAC MANSION
28	955 POINTS	SUPER C
29	932 POINTS	BATTLE OF OLYMPUS
30	927 POINTS	DISNEY'S DUCK TALES



Players' Picks

GAME	PTS.
1. Super Mario Bros. 3	4,253
2. TMNT II: The Arcade Game	3,881
3. Mega Man III	3,039
4. Final Fantasy	1,875
5. The Simpsons: Bart vs. the Space Mutants	1,557
6. Dragon Warrior	1,505
7. Mega Man II	1,284
8. Double Dragon III	1,223
9. The Legend of Zelda	1,177
10. Tetris	1,160
11. Castlevania III—Dracula's Curse	1,105
12. Dragon Warrior II	1,096
13. Dr. Mario	976
14. Double Dragon	866
15. Zelda II—The Adventure of Link	821
16. StarTropics	757
17. Super Mario Bros. 2	753
18. NES Play Action Football	734
19. Teenage Mutant Ninja Turtles	663
20. G.I. Joe	617
21. Dragon Warrior III	539
22. Super C	512
23. Mega Man	507
24. Super Mario Bros.	499
25. Ninja Gaiden II	495
26. Battletoads	464
27. Batman	461
28. Tecmo Super Bowl	438
29. Disney's Duck Tales	437
30. Super Off Road	436

PLAYERS MAKE MARIO LEADER OF THE PAKS

Few places change hands as Mario and Luigi still head the list of favorites. Their many fans prove that the Bros.' latest adventure is a lasting challenge.

Pros' Picks

GAME	PTS.
1. Final Fantasy	4,376
2. StarTropics	3,017
3. Dragon Warrior II	2,907
4. Crystalis	2,796
5. Destiny of an Emperor	1,833
6. Super Mario Bros. 3	1,801
7. Ultima: Quest of the Avatar	1,785
8. Mega Man III	1,438
9. The Legend of Zelda	1,343
10. Wizardry	1,138
11. Maniac Mansion	1,027
12. Zelda II—The Adventure of Link	980
13. Battle of Olympus	932
14. Monopoly	853
15. Bandit Kings of Ancient China	822
16. Shadowgate	790
17. The Immortal	711
18. Nobunaga's Ambition II	632
19. The Simpsons: Bart vs. the Space Mutants	585
20. MetalStorm	569
21. NES Play Action Football	553
22. Princess Tomato in the Salad Kingdom	537
23. Castlevania II—Simon's Quest	521
24. Dragon Warrior	506
25. Castlevania III—Dracula's Curse	474
26. Nobunaga's Ambition	427
27. Ultima	411
28. Dungeon Magic	395
29. Solstice	379
30. Dr. Mario	330

FAVORITES SWITCH PLACES THIS MONTH

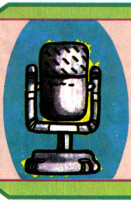
The Pros stick with their favorite games, the RPGs. Some of their top-rated titles are already hot; others, players will discover in the months to come.

Dealers' Picks

GAME	PTS.
1. TMNT II: The Arcade Game	5,155
2. Super Mario Bros. 3	3,685
3. The Simpsons: Bart vs. the Space Mutants	3,421
4. Tetris	2,658
5. Dr. Mario	1,811
6. Super Mario Bros. 2	1,766
7. Double Dragon III	1,349
8. Caveman Games	1,169
9. Mega Man III	1,160
10. Little Nemo the Dream Master	1,089
11. WWF Wrestlemania Challenge	1,047
12. Teenage Mutant Ninja Turtles	899
13. Double Dragon II	866
14. G.I. Joe	829
15. Paper Boy	808
16. StarTropics	771
17. Vegas Dream	655
18. Disney's Rescue Rangers	641
19. Arch Rivals	640
20. Rad Racer II	584
21. Adventures in the Magic Kingdom	573
22. Al Unser's Turbo Racing	495
23. Disney's Duck Tales	490
24. Dungeon Magic	486
25. Mega Man II	474
26. Top Gun II	472
27. Hudson's Adventure Island II	462
28. Donkey Kong Classics	453
29. Super C	443
30. Crystalis	433

DEALERS SELECT VARIED LIST

The Dealers go for a little of this, a little of that, hoping to meet players' requests. Characters with proven popularity are high on their list.



CELEBRITY PROFILE

MARSHA WARFIELD

Marsha Warfield doesn't mince words. As the witty and sharp-tongued bailiff, Roz, on the popular courtroom comedy "Night Court," she tells it like it is.

Marsha says that there are many similarities between Roz and herself, but she's more playful in real life than her character. "Take, for instance, Nintendo," says Marsha of her favorite pastime. "I don't think Roz could get into Super Mario Bros. 3 like I do."

Even though Marsha plays Super Mario Bros. 3 every chance she gets, she still hasn't been able to rescue the Princess. "'Mario 3' is great because it's like making up your own cartoon as you go along." But, she jokes, "I've given up trying to get through World 8. And forget about trying to find the Princess—I don't think she really exists!"

Joking has always been a big part of Marsha's life. When she was young, she would dare her friends to do outrageous things. But when it came to performing, it was Marsha who took a dare from her friends to try out for an amateur comedy showcase. She never figured that it would be the beginning of her career as a stand-up comic. "After all," she laughs, "stand-up wasn't exactly something they talked about on career day."

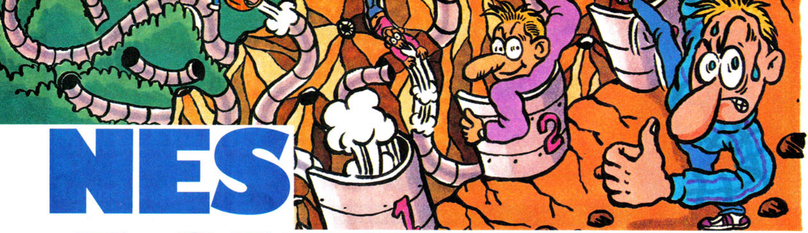
Marsha quickly became one of the hottest comedians in the country, headlining at various comedy clubs, college campuses and as the opening act for stars such as Chuck Berry and the O'Jays.

Marsha built upon her early success with roles in "Riptide," "D.C. Cab," "Caddyshack II," and costarred with Cher in "Mask." It was after this that she won her role on "Night Court," for which she is best known.

Marsha says she has great relationships with her co-stars on "Night Court," especially when they play Nintendo games together. During breaks in taping, the cast lines up to take turns at Game Boy. "Markie Post and I have had some pretty heated competitions," says Marsha. "She's challenged me to a Game Link competition on Tetris next season. But she'd better be ready because I'm going to get the big rocket ship to appear!"

According to Marsha, "Night Court's" Harry Anderson and John Larroquet are also devoted Game Boy fans. John's favorite game is Super Mario Land, which he likes to start in the middle of. But Markie, Harry and John aren't the only people on the show who like to play. "It's hard to hold on to a Game Boy on the set," Marsha says. "Anytime you set it down, someone immediately picks it up to play."

Marsha says her favorite game at the moment is Super Mario Bros. 3, and offers the following advice: "Get the magic whistles as quickly as possible and skip the worlds you're not good at." As for her ultimate video game, Marsha says it would include playing around with words and (what else)—jokes!



NES ACHIEVERS

Here are the latest NES Achievers!! Wouldn't you like to be one? If you're a wiz on the NES or Game Boy, and have some photos to prove it, send them in. You could be the next NES Achiever! Soon all your friends will be coming to you for advice.

■ADVANCED DUNGEONS & DRAGONS: HEROES OF THE LANCE

Tony Martinez ▶	Tuscon, AZ ▶	Finished

■BANDIT KINGS OF ANCIENT CHINA

Mike Cunningham ▶	Houston, TX ▶	Finished

■CASTLEVANIA III–DRACULA'S CURSE

Royce Poblete ▶	Floral Park, NY ▶	Finished
Chris Askew ▶	Salem, MA ▶	Finished
Marty Drury ▶	Milltown, IN ▶	Finished
Matt Kelker ▶	Fort Wayne, IN ▶	Finished
Cliff Marini ▶	Manahawkin, NJ ▶	Finished
Mike Chissell ▶	Goleta, CA ▶	Finished
Kris Digiaimo ▶	Los Angeles, CA ▶	Finished
Edward Marshall ▶	Horsham, PA ▶	Finished
Brad Teeter ▶	San Antonio, TX ▶	Finished
Kevin Panzke ▶	Schaumburg, IL ▶	Finished

■DÉJÀ VU

Mitchel Bondoux ▶	San Rafael, CA ▶	Finished
Ralph Johnson ▶	Montezuma, IA ▶	Finished
David Hogg ▶	Baldwin, NY ▶	Finished
Travis Williams ▶	Roseburg, OR ▶	Finished
Joseph Hardy ▶	Brigham City, UT ▶	Finished
Rei Murray ▶	Jacksonville, FL ▶	Finished
Debbie Layher ▶	Waukegan, IL ▶	Finished
Damian Braun ▶	Scottsdale, AZ ▶	Finished
Eric Oganowski ▶	Batavia, OH ▶	Finished
Chris Fields ▶	Decatur, IL ▶	Finished

■DOUBLE DRAGON III

Ludwig Diaz ▶	Woodside, NY ▶	Finished
Bill Knose ▶	East Hartford, CT ▶	Finished
John Bromwell ▶	Coopersburg, PA ▶	Finished

■DRAGON WARRIOR II

Steve Nadeau ▶	Toronto, ON ▶	Finished
Rew Shinsato ▶	Pearl City, HI ▶	Finished
Matt Rupert ▶	Memphis, TN ▶	Finished
Richard Gardner ▶	Herndon, VA ▶	Finished
Jim Draper ▶	Ontario, CA ▶	Finished
Randy Plume ▶	Hagerstown, MD ▶	Finished
Brian Socolifsky ▶	Hinsdale, IL ▶	Finished
Mark Rosburg ▶	Hot Springs, AR ▶	Finished
Mike Smith ▶	Leaf River, IL ▶	Finished
Terry Jordan ▶	Concord, CA ▶	Finished
Amos Buchanan ▶	Kent, WA ▶	Finished

■DR. MARIO

Lori DeLeon ▶	Ridgewood, NY ▶	345,600
Michael McWhorter ▶	Mansfield, OH ▶	329,400
Bonnie Gerista ▶	Bricktown, NJ ▶	186,400
Karen Bode ▶	Enid, OK ▶	182,600
Scott Shell ▶	Chico, CA ▶	175,800
Carrie Lewis ▶	Hopkins, MN ▶	108,100
Jaclyn Garzonetti ▶	Hawthorn Woods, IL ▶	107,800

■GREMLINS II: THE NEW BATCH

Ryan Knapp & Dan Pisek ▶	Indianapolis, IN ▶	Finished
Jeremy Spring ▶	Grand Cane, LA ▶	Finished
Benjamin Mize ▶	Emerald Isle, NC ▶	Finished
Timothy Loo ▶	South San Francisco, CA ▶	Finished
Steven McComas & Gary Greene ▶	Jacksonville, NC ▶	Finished
Andy Hochmuth ▶	Toledo, OH ▶	Finished
Black Carroll ▶	Rolling Hills, CA ▶	Finished
Mike Gelter ▶	Huntington Beach, CA ▶	Finished

■THE IMMORTAL

Len Woida ▶	Marietta, GA ▶	Finished
Steve Thiel ▶	Greeley, CO ▶	Finished
Shane Hambright ▶	Atkins, AR ▶	Finished
Anthony Anzalone ▶	Staten Island, NY ▶	Finished

■KICKLE CUBICLE

Cathy Johnson ▶	Laurel, MD ▶	Finished
Brent Parker ▶	Lompoc, CA ▶	Finished

■LITTLE NEMO THE DREAM MASTER

Nicky Kintanar ▶	Elmhurst, IL ▶	Finished
Joe Latona ▶	Spring Valley, CA ▶	Finished
Jason Sharman ▶	Toronto, ON ▶	Finished

George Abraham Jr.▶	South Bend, IN▶	Finished
Randy Griess▶	Cockeysville, MD▶	Finished
Matt Liddell▶	Ardmore, OK▶	Finished
Billy Kim▶	Andover, MA▶	Finished
Pat Baxter▶	San Diego, CA▶	Finished
Phil Theobald▶	Joliet, IL▶	Finished
Fred Sorentrue▶	Plantation, FL▶	Finished

■MEGA MAN III

Dave Moyer▶	Penn Valley, CA▶	Finished
Frederic Trudeau & Jean-Francois Connelly▶	L'Assomption, PQ▶	Finished
Christopher Tor▶	Milton, ON▶	Finished
Cindy Lee▶	Willowdale, ON▶	Finished
Michael Grieve▶	Midland, ON▶	Finished
Nathan Pongor▶	Edmonton, AB▶	Finished
Jim Nix▶	Lake Jackson, TX▶	Finished
Morgan Bosche▶	Richmond, BC▶	Finished
Travis Drake▶	Las Vegas, NV▶	Finished
Brendan McKay▶	Sonoma, CA▶	Finished
Scoott Aaronson▶	Washington Crossing, PA▶	Finished

■NARC

Chris Ode▶	Auburn, WA▶	4,327,900
Micheal Keener▶	Orwigsburg, PA▶	3,034,750
Landon Bailey▶	Kirkland Lake, ON▶	2,930,750
Scott Brown▶	Davenport, IA▶	2,396,250
Jeffrey Barnett▶	Roxboro, NC▶	1,728,150
Jason Schieckau▶	Reedsburg, WI▶	1,673,750
Voltaire Olitan▶	West Covina, CA▶	1,047,430
Robert Dickerson▶	Mechanicsville, VA▶	956,530
Zachary Holland▶	Citrus Heights, CA▶	546,900

■PINBOT

Doris Casem▶	Riverside, CA▶	33,540,400
Andrew Weir▶	Fort Lauderdale, FL▶	27,552,320
Ron Ford▶	Baltimore, MD▶	27,029,400
Tim Campisano▶	Cincinnati, OH▶	26,705,550
Ted Nye▶	Monroe, WA▶	23,800,940
Mark Verkalk▶	Chatham, ON▶	20,329,590
Bob Bortner▶	Kendallville, IN▶	19,140,970
Steve Burns▶	Louisville, KY▶	16,170,950
Jimmy Dee▶	Sunnyside, NY▶	15,980,250
Jeff Pistone▶	Solon, OH▶	15,509,230
Garry Vought▶	Somers Point, NJ▶	14,359,920

■PIPE DREAMS

Stephanie Boyd▶	Austin, TX▶	5,514,200
Scott Penner▶	West Palm Beach, FL▶	1,463,700

■STARTROPICS

Rick Sassano▶	Clovis, CA▶	Finished
Joel & Ethan Wolitzger▶	West New York, NY▶	Finished
Kim Rodieck▶	Seattle, WA▶	Finished
David Schueneman▶	Cleveland, OH▶	Finished
Glenn Hall▶	Aloha, OR▶	Finished
Eric Ohlig▶	Gonzales, LA▶	Finished
Shawn Tucker▶	Millstadt, IL▶	Finished
Chris Jamison▶	Wyandotte, MI▶	Finished
Michael & Brian Adelstein▶	Pepper Pike, OH▶	Finished
Janet Hertlein▶	Saint Louis, MO▶	Finished
Rick Angell▶	Walkersville, MD▶	Finished

■TETRIS

Jake Waid▶	Geneva, OH▶	565,488
Anh Van▶	Los Angeles, CA▶	548,418
Terri Baugh▶	Friend, NE▶	546,652
Thomas Noel▶	Fort Atkinson, WI▶	525,100
Sam Goad▶	Hobart, IN▶	495,900
Adam Koerner▶	Atascadero, CA▶	461,880
Lee Trout▶	Jamesburg, NJ▶	412,919
Derek Costarella▶	West Linn, OR▶	412,804
Roger Brewster▶	Saint Cloud, MN▶	406,849
David Ormsby▶	Loveland, CO▶	387,680
Diana Yearous▶	Fort Morgan, CO▶	323,663
Jason Sorensen▶	San Carlos, CA▶	321,721

■TETRIS (GAME BOY)

Evets Kainzow▶	Saratoga, CA▶	546,145
Kim Gee▶	San Jose, CA▶	404,924
Andy Church▶	Olney, MD▶	325,758
Linda Kesecker▶	New Creek, WV▶	303,663
Greg Cullup▶	Albany, CA▶	278,219
Nick Mamer▶	Streator, IL▶	231,736
Steven Fu▶	Brooklyn, NY▶	231,248

■TMNT II: THE ARCADE GAME

Hamish Moir▶	Brandon, MB▶	Finished
Daniel Zuregers▶	Etobicoke, ON▶	Finished
Randy Jacobs▶	Highland Mills, NY▶	Finished
Mike Beatrice▶	Saint John, IN▶	Finished
Cliff Boswell▶	Owensboro, KY▶	Finished
Jeremiah Wilson▶	Columbus, OH▶	Finished
Charles Rubbo▶	Spring Hill, FL▶	Finished
Scott Crumley▶	West Yorktown, IL▶	Finished
Johnny Kujawa▶	Novi, MI▶	Finished
Josh Ostermeier▶	New London, WI▶	Finished
Christopher Chung▶	Rowland Heights, CA▶	Finished

CHEESE!
HIGH SCORE

ARE YOUR HIGH SCORES LETHAL?

This is your chance to join the high-score hall of fame! Send in your name and address with a photo of your high score or final screen. To take the photo, turn out the lights and use a 35mm camera without a flash. Hold the camera steady and send us your best shot. Send in your Game Boy scores too! To take a photo of your screen, place your Game Boy on something stable. Take your photo using natural light.

NINTENDO POWER–NES Achievers
P.O. BOX 97033
Redmond, WA 98073-9733

PAK WATCH

NINTENDO POWER

A LOOK INTO THE FUTURE OF NES GAME PAKS!!

You've probably read our super preview of Super FamiCom and Super NES software in this issue, but don't think for a minute that that's the only place for video game excitement. Check out what's coming for the Nintendo Entertainment System!

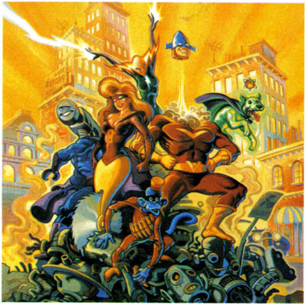
Just Around The Corner

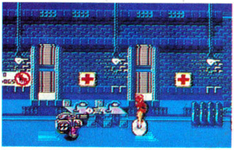
DEFENDERS OF DYNATRON CITY

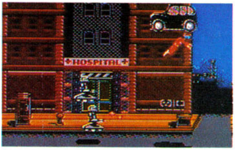
Although super hero titles are not new to the NES, most of the games that have appeared so far haven't quite captured the spirit of the heroes they are based on. Defenders Of Dynatron City stars a group of unusual super heroes created especially by Lucasfilm Games for the game and designed to capture the essence of American comic book super heroes.

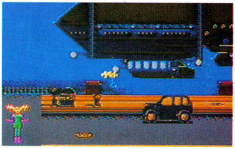
The new heroes inhabit and protect the mutant-filled Dynatron City, a thriving metropolis which features the world's first experimental atomic-powered sewage treatment plant. Of course, the atomic power goes awry and results in a weird group of heroes—Jet Headstrong, Toolbox, Buzzsaw Girl, to name a few—and an even stranger group of villains, led by the evil Dr. Mayhem.

Defenders Of Dynatron City is the second game that Lucasfilm Games will create with JVC Musical Industries. We'll get the inside scoop on the creation of this title from Howard Phillips soon.







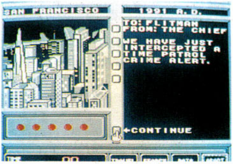


Just Around The Corner

FROM KONAMI

Konami/Ultra has plenty of stuff cooking for the NES this fall and winter, from NES sequels to hot PC adaptations.

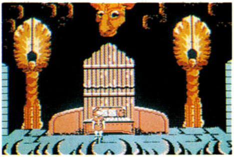
We already mentioned Pirates!, Where Is Carmen Sandiego? and King's Quest 5, all due this fall, but we managed to round up a few screen shots on these titles that look pretty good. Even though Carmen Sandiego has gained fame as an educational program, don't let that turn you off. It's a detective mission that sends you on a merry chase around the world in search of master thief Carmen Sandiego and her gang. King's Quest 5 has been receiving rave reviews on the PC, and even though the NES can't match VGA graphics, the theme and play value of the game should translate well.


SAN FRANCISCO

1991 A.D.

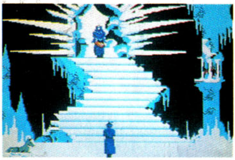
TO: FLITMAN
FROM: THE CHIEF
WE HAVE JUST INTERCEPTED A TIME PATROL CRIME ALERT.

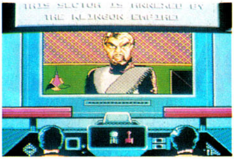
CONTINUE

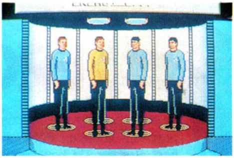


As for sequels, look for Contra Force (aka Contra 3) and Teenage Mutant Ninja Turtles 3 sometime this winter. These titles are still under development, so we couldn't get any photos at press time. Another exciting Konami project, Star Trek, is also scheduled for winter release. PC developers Interplay are handling the programming and so far the results look promising. Konami is planning a special promotion around Star Trek that involves meeting secret aliens and cash prizes.

Next year, Konami/Ultra are planning NES titles based on Tiny Toons, Monster In My Pocket and Bucky O'Hare.




THIS SECTOR IS ANNEXED BY THE KLINGON EMPIRE

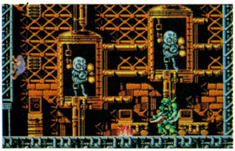


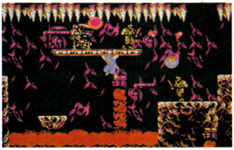
Just Around The Corner

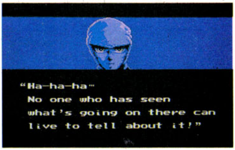
NINJA GAIDEN III

Ryu Hayabusa, the most famous ninja character on the NES, will return in his third video game adventure this fall, subtitled The Ancient Ship Of Doom. The game play will of course be familiar to ninja veterans, but in an effort to keep up with other video game ninjas Ryu has added new moves to his repertoire. He'll still have all the magic ninja arts from before (but no Jump And Slash), and he'll also be able to climb hand-over-hand on horizontal pipes.

Like in the other Ninja Gaiden games, the plot is excellent. Someone impersonating Ryu has pushed Irene Lew, CIA Analyst, off of a cliff during her investigation of a secret lab code name: Cardinal. Ryu immediately sets off in search of Irene's killer in what is sure to be another world spanning adventure full of mysterious characters and plot twists, all told in the cinema scene graphics which the first Ninja Gaiden game popularized.



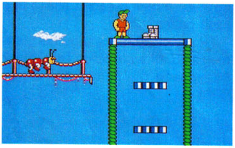


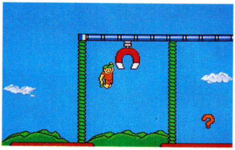

“Ha-ha-ha”
No one who has seen what's going on there can live to tell about it!”

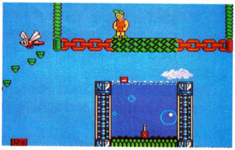
Just Around The Corner

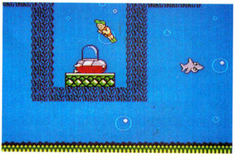
TREASURE MASTER

We mentioned American Softwork's Treasure Master Game Pak before, but we recently got some top secret details on this amazing game and promotion. This will be the first NES game where you can actually win prizes by playing it to the finish! The Game Pak will be released in the fall, and everyone will have time to master it. When you finish the game, you'll reach a point where you can enter a special password. In February of 1992, American Softworks will reveal the password that will allow you to play a secret portion of the game. The first person to finish the secret level and call in will win a $25,000 bond. Many of those who finish later will still be eligible for prizes—the sooner you finish the better the prize. As you can imagine, the code is top secret, and the password system has been proven uncrackable by MIT and the CIA.





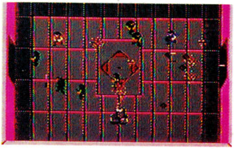




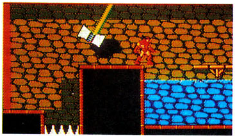
Just Around The Corner

FROM ACCLAIM/LJN

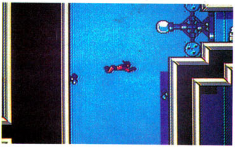
Acclaim/LJN have some powerful licensed titles on line. Smash TV has some cool features, the best being that one player can use two controllers to simulate the play control of the arcade game! We got a few screen shots from a preliminary version—take a look. The programmers of the game, Beam, are most excited about the number of moving characters that are on the screen simultaneously. Look for Smash TV this summer. Other summer releases from Acclaim/LJN include Wolverine and Terminator 2: Judgement Day.

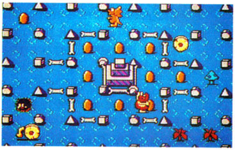


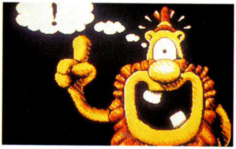
Acclaim/LJN's fall line-up also has potential. Roger Clemens MVP Baseball is slated for release under the LJN label. The game, which should be out before the World Series, is being programmed by Sculptured Software and features a shifting camera perspective during fielding that promises to be unique among NES baseball games.



Trog, based on the Williams arcade game, will also make an appearance in an NES translation. Wizards & Warriors III: Kuros, Visions Of Power is also scheduled for fall release and marks the return of Acclaim's hopping medieval hero.







GOSSIP GALORE

KUNG FU 2 and HAMMERIN' HARRY

The original Kung Fu, marketed for the NES by Nintendo, as one of the first side-scrolling punching and kicking games, began a new genre of martial arts action games. The programmers of that classic, Irem, are finally creating a sequel in Kung Fu 2. They are also working on a NES version of a popular arcade game from a few years back, Hammerin' Harry.

ULTIMA: WARRIORS OF DESTINY

The third NES installment of the classic computer role playing game series is due out this fall from FCI. Ultima: Warriors Of Destiny is based on the PC Ultima V. For the first time in the Ultima series, Lord British is missing and an evil ruler, John Blackthorn, has usurped the throne of Britannia. As the Avatar, you must battle Blackthorn's Shadow Lords and enter the underworld to find Lord British. Another game in the Advanced Dungeons & Dragons Series, Hillsfar, is also on the way. It is an action/adventure game with character creation options and a variety of activities.

SNOW BROS.

Capcom's translation of the cool arcade game, Snow Bros., is coming along. Like in the arcade game, two-player simultaneous play will be incorporated in the snowball fight action.

MORE ROMANCE AND UNCHARTED WATERS

Koei continues to produce historical simulations for the NES with Romance Of The Three Kingdoms II and Uncharted Waters. The first is a sequel to the original Romance and continues the saga of intrigue and politics in ancient China. Uncharted Waters focuses on western history and includes a few action sequences. The game is set in the time of great explorers, and follows the adventures of a young merchant prince on an around-the-world journey. Instead of a country, you manage a ship.

Romance II
of The Three Kingdoms

CES NO-SHOWS

Although Nintendo's CES booth was bigger than ever, with tons of titles announced and the Super Nintendo Entertainment System officially unveiled, a few licensees were noticeably absent from the booth. But don't be alarmed! Natsume simply didn't have their two Super NES titles finished enough to show, and so decided to wait until winter. Taxan will also take a show off to concentrate on development.

PAK WATCH

NES PLANNER

COMING SOON

Captain Planet
Darkman
Defenders Of Dynatron City
Dragon Warrior III
Legends Of The Diamond
Ninja Gaiden III: The Ancient Ship Of Doom
Pirates!
Romance Of The Three Kingdoms II
Smash TV
Snow Bros.
Star Wars
Super Jeopardy
Tail Spin
Tecmo Super Bowl
The Flash
Trog
Ufouria
Where's Waldo
Wolverine

COMING LATER

Addams Family
Bases Loaded 3
Contra Force
Hammerin' Harry
Home Alone
Hudson Hawk
Kings Quest 5
Kung Fu 2
Mega Man 4
Might & Magic
Monster In My Pocket
Star Trek
Terminator 2
Tiny Toons
TMNT 3
Ultima: Warriors Of Destiny
Uncharted Waters
Where Is Carmen Sandiego?

NINTENDO POWER™ Bulletin Board

BACK ISSUES

Most of Nintendo Power's back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 14 (July/Aug. '90): Rescue Rangers, Snake's Revenge, Solstice, Crystalis.
Volume 16 (Sept./Oct. '90): Maniac Mansion, Final Fantasy, Roller Games, NES Play Action Football, Snake Rattle 'N Roll, Kickle Cubicle.
Volume 18 (Nov./Dec. '90): Dr. Mario, Castlevania III, Little Nemo the Dream Master, Solar Jetman.
Volume 20 (Jan.'91): Mega Man III, Déjà Vu, Gremlins 2, The Immortal.
Volume 21 (Feb. '91): StarTropics, TMNT II: The Arcade Game, Quantum Fighter, Magician, Ultima: Quest of the Avatar.
Volume 22 (March '91): MetalStorm, StarTropics, G.I. Joe, Hudson's Adventure Island II.
Volume 23 (April '91): Power Blade, Sword Master, Totally Rad, Monopoly.
Volume 24 (May '91): Vice: Project Doom, The Adventures of Lolo III, The Rocketeer, The Lone Ranger.
Volume 25 (June '91): Battletoads, Day Dreamin' Davy, NES Open Tournament Golf.

To order your back issues, use the form provided in this issue.

COLLECTOR SETS

Issues from our first two years are available only in special collectors' sets. They cover games that are just as great now as they were then, so you won't want to miss them. You won't find these issues at newsstands, and you won't find this information anywhere else!

The First-Year Set includes in-depth reviews of the following games:
—Super Mario Bros. 2
—Ninja Gaiden
—Castlevania II—Simon's Quest
—Zelda II—The Adventure of Link
—Teenage Mutant Ninja Turtles.

The Second-Year Set covers these games:
—Mega Man II
—Dragon Warrior
—Super Mario Bros. 3
—Tetris
—Final Fantasy

These sets are too good to miss! They're available only while supplies last, so use the form provided in this issue.

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STRATEGY GUIDES NOW AVAILABLE

Volume 13: Super Mario Bros. 3
Volume 15: Ninja Gaiden II
Volume 17: Final Fantasy
Volume 19: 4-Player Extra

TIP BOOKS AVAILABLE

The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

To order the strategy source of your choice, use the form provided in this issue.

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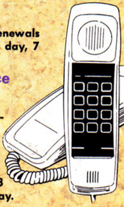

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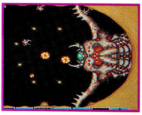
PLAYER'S POLL CONTEST WINNERS FROM MARCH 1991

25 GRAND PRIZES: TEN NES GAMES EACH

WINNERS: Brian Cole, West Jordan, UT; Nick Cotter, Perry Hall, MD; Matt Falkowski, Two Rivers, WI; Michael Grafton, Trinity, TX; Joshua Owen Haynes, Kernersville, NC; Nadine Hensley, Benton, AR; Todd Hudgens, Louisville, KY; Calvin H. Jones, Providence, RI; Chris Kawk, Pappillion, NE; Eddie Martin, Cottondale, AL; Francis Martinez, Hialeah, FL; Dan Meka, Newark, DE; David A. Morse, Boise, ID; James Nichols, Hutchinson, KS; John Noonan, Portland, OR; Henry Oehlsen, Las Vegas, NV; Danny Partridge, Calistoga, CA; Steve Raber, Orrville, OH; Justin Rang, Lincoln, NE; Billy Reis, Knoxville, TN; Robert E. Rutherford, Hilo, HI; Matt Stalker, Lafayette, IN; Brian Swanson, Herndon, VA; A.J. Timmcke, Kenner, LA; Brian Craig Wilson, Cheyenne, WY.

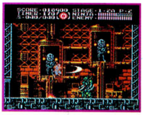
COMING NEXT MONTH:

A SUPER NES PREVIEW!



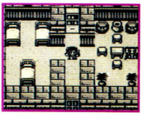
The Super NES is about to arrive! Next month we'll preview three games that will be among the first to be released for use with it: Super Mario World, Gradius III, and Actraiser.

NINJA GAIDEN 3



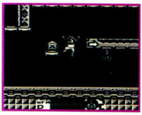
Irene is dead and Ryu has been framed for murder, but the heroic ninja won't take it sitting down. Revenge, mystery and a secret plot make up the final chapter of this hit series.

FINAL FANTASY LEGEND 2



Square Soft follows its popular Game Boy RPG, Final Fantasy Legend, with a sequel that is sure to please fans of the original game. It's an epic adventure with plenty of twists and turns to keep you guessing.

MEGA MAN IN DR. WILY'S REVENGE



The many Mega Man fans will be excited to hear that Mega Man is coming to Game Boy! Dr. Wily's robots are exacting his vengeance, and it's Mega Man who must pay the price. Is he up to it?

Dear Readers,

We get very excited when we hear about a game being developed based on a hit movie. There is a problem, however. Just because a licensee has purchased the rights to make a game based on a movie, it doesn't mean that it has the right to feature the actors who appear in it. Working with celebrities can be a tricky business. For example, Arcadia already had a Robin Hood game in the works when it heard about the new Warner Brothers movie. It obtained the rights to make the game and only after the game was finished did Arcadia discover that it could not include likenesses of the stars themselves. You'll notice we featured Robin Hood on the cover, but there is nowhere in the magazine, or the game, where you'll find Kevin Costner.

When we worked on Batman, we were able to use stills from the movie provided that we got proper approval. We were told that Michael Keaton's agents didn't like the Batman poster from our November 1989 issue because it made his face look too fat. Sony Imagesoft was asked to rework its character's hairline in its upcoming game, Hudson Hawk, because it looked too much like Bruce Willis. So much for imitation being the sincerest form of flattery!

Gail Tilden
Editor in Chief

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